

MINISTRY OF EDUCATION AND TRAINING



Capstone Project Document

Vietnamese Study System For Japanese

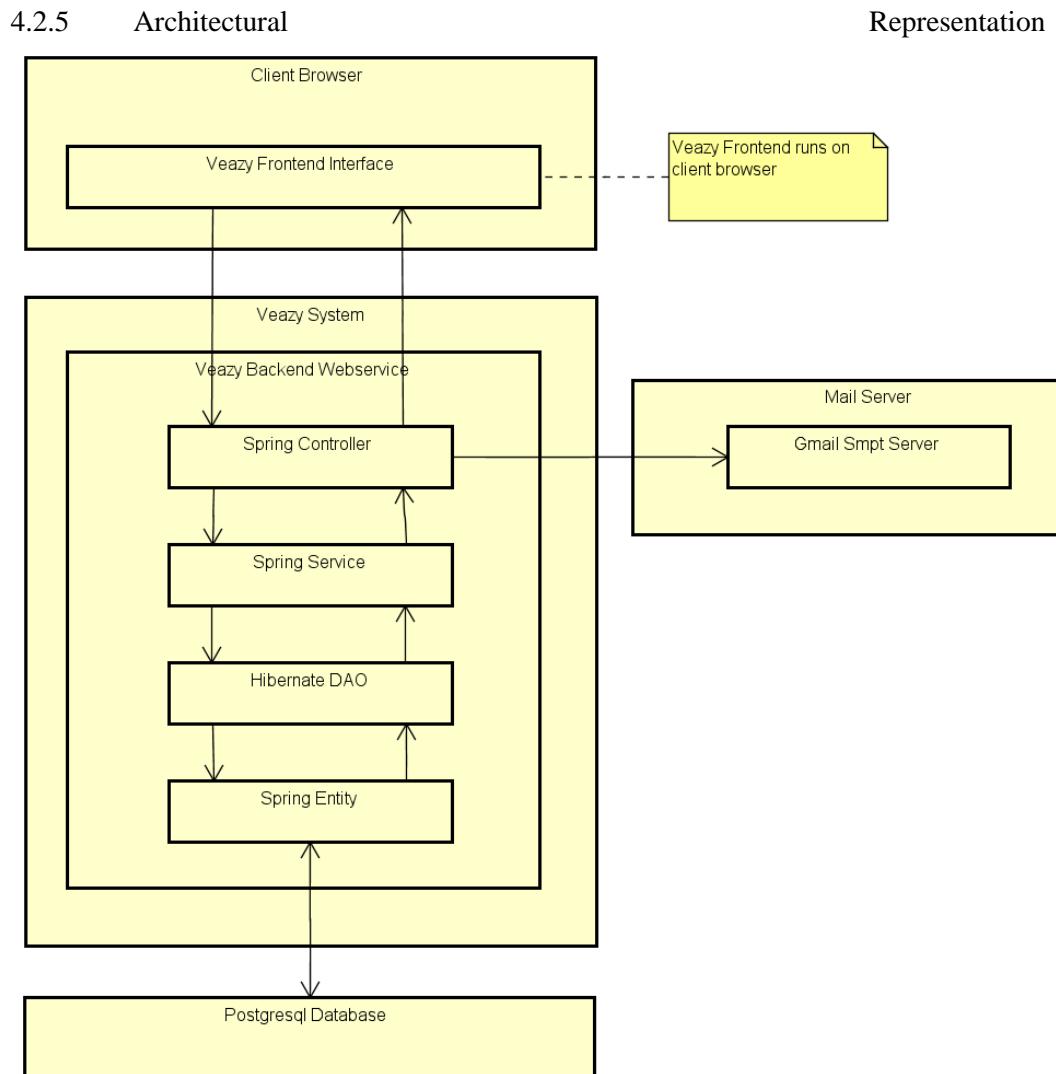
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Capstone Project code	Veazy		

Hanoi, 24th August, 2016

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DEFINITION AND ACRONYMS

Acronym	Definition	Note
VEAZY	Vietnamese Study System for Japanese	
SRS	Software Requirements Specification	
IT	Information Technology	
JS	JavaScript	
FU	FPT University	
CP	Capstone Project	
SQL	Structured Query Language	
ADD	Architecture Design Document	
CI	Configuration Item	
CM	Configuration Management	
PP	Project Plan	
CSCI	Computer Software Configuration Items	
DDD	Detail Design Document	
PM	Project Manager	
QA	Quality Assurance Officer	
SRS	Software Requirement Specification	
Source	Source Code	
URD	User Requirement Document	
TP	Test Plan	
PIC	Person in Charge	
TL	Test Leader	
TC	Test Plan	
TC	Test Case	
PTL	Project Technical Leader	

Acknowledgements

During the implementation of this project, we have received overwhelming support from a number of people, to whom we would like to express our great appreciation. Without them, this project would have been done with much more obstacles than it was.

First and foremost, we would like to show our thankfulness to Lecturer Nguyễn Văn Sang, our supervisor of this project during four months and teacher Do Thi Van, specialized consultants, who taught us Japanese. They have given us not only many valuable advices but also enthusiastic inspirations that helped raising our team members' spirit to give us the possibility to complete this Capstone Project.

Last but not least, we are thankful to our families, our teachers and our friends in FPT University for their constant encouragement and support throughout this project.

1 INTRODUCTION

1.1 Project information

-  **Project Name:** Vietnamese Study System for Japanese
-  **Project Code:** VEAZY
-  **Project Type:** Web application
-  **Duration:** From 9th May 2016 to 1st September 2016

1.2 Project members

1.2.1 Supervisors

Full name	Phone	E-Mail	Position
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1.2.2 Team members

Full name	Roll No.	Phone	E-mail	Position
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Phạm Đức Thắng	SE02722	01642679718	thangpdse02722@fpt.edu.vn	Member
Nguyễn Hoàng Linh	SE03295	01655108408	linhnhse03295@fpt.edu.vn	Developer
Nguyễn Trọng Duy	SE03235	0975572524	fuujin0904@gmail.com	Test Leader
Đào Thanh Tùng	SE03056	01687559224	trumdongnat@gmail.com	PTL

Table 1-1: Veazy • team members

1.3 Purposes

This document is created as the introduction for project Vietnamese Study System for Japanese (Veazy). The purpose of this document is to convey information about:

- (a) Background overview & literature review of similar existing system.
- (b) Brief introduction about the initial idea for Veazy.
- (c) Main features of Veazy.
- (d) Constraints and potential risks of the project.

1.4 Abstract

Vietnam is ranked as one of the top 10 nations that attract foreign labor candidates. In order to adapt to new living and working environment, a lot of foreign people who stay and work in Vietnam have high need in studying Vietnamese as a second language.

However, because Vietnam is not seen by media as economic powerhouse, thus, in comparison with English or Japanese, Vietnamese is far from becoming a common language all over the world. Along with its complexity and unclear curriculum structure, Vietnamese causes many difficult to learners, especially those who struggle learning by themselves. Besides, due to working schedules, many people find it difficult to afford their time to enroll a Vietnamese course at the language centers.

Aiming at foreign people working in Vietnam, in particular, Japanese people and those who have interest in Vietnamese as well and striving to achieve the objective of helping users study Vietnamese in an easy and convenient way, the website is expected to solve all limitation above.

1.5 Literature Review

Although Vietnamese is not ranked as one of the most common languages, there still are websites and mobile applications that support users in studying Vietnamese. Each of them has their own unique traits as well as advantages and disadvantages. These following are some typical examples of existing systems which team members carried out analysis:

123vietnamese.com

The screenshot shows the homepage of 123VIETNAMESE. At the top, there's a navigation bar with links: HOME, ON-SITE COURSES, LINKS, LEARN ONLINE, BLOG, and CONTACT. Below the navigation is a large banner featuring a woman and the text "VIETNAMESE COURSE FOR BEGINNERS". Underneath the banner, it says "We provide Vietnamese classes at our school or at your home/ office also." The main content area is titled "\$ Price" and includes a note "(1 USD = 22.000 VND)". A table compares four course options:

	\$/hour	\$/hour	\$/hour/student	\$/hour/student
Duration: 63 hours				
One on One	\$9.3	\$11.5	\$5.4	\$6.3
	\$11.6	\$14.4		
	-20%	-20%		

Figure 1. 123Vietnamese

123VIETNAMESE is a Vietnamese language training center that was founded in 2010 by a teacher group from Hanoi University of Education and University of Languages & International Studies.

- Advantages:
 - The website supports user in studying through video call with lecture, which is flexible in time for students.
 - The diverse online lessons are classified based on level of difficulty and purposes (for academy, research or travelling).
- Disadvantages:
 - The website charges course fee.

l-lingo.com

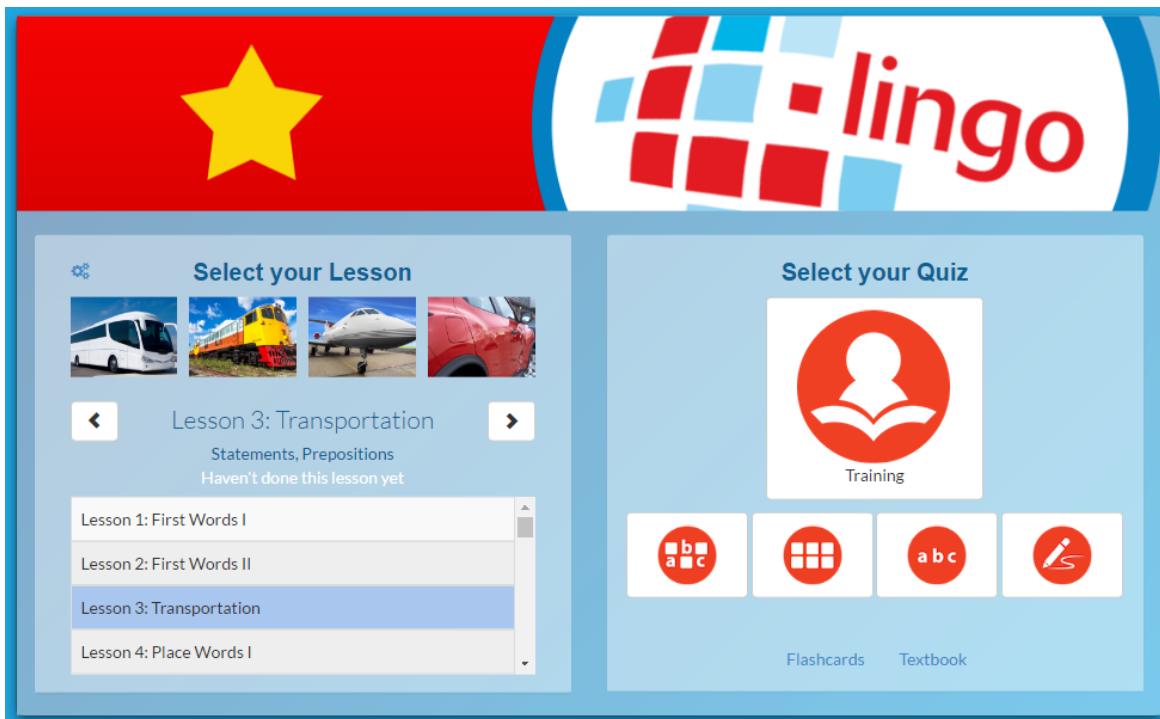


Figure 2. l-lingo

l-lingo is a website helping users study 20 Asian & European languages including Vietnamese.

- Advantages:
 - The themes of lessons are very diverse.
 - The website uses words, images and sound clips of native speakers, which is very convenient for users to study vocabulary and practice listening.
 - The website including quiz section at each lesson to help user review.
- Disadvantages:
 - The website focuses mostly on teaching vocabulary related to themes. There is no grammar section in each lesson.
 - The number of free lessons is limited. User have to register and log in in order to continue studying.

1.6 Proposal

1.6.1 The idea

Currently, there are lots of applications supporting foreign people to study Vietnamese which diversifies from websites to mobile applications. Still, after having analyzed carefully some of existing systems, team members have found out several disadvantages listed above.

The idea of Veazy is to overcome those limitations by creating a free website for studying Vietnamese, in which our team keeps original basic features such as lessons, small tests while including convenient features for users as well as features adapting to changes in study course's structure.

1.6.2 Objectives

Capstone Project (CP) is the final subject included in study program of FPT University (FU). There are 4 main objectives of a CP.

The first and foremost objective of this project is to *achieve the objective which project team set at the beginning*: to release a website supporting users in study Vietnamese. The second object is that this CP serves as a *standard* for CP Council to *decide whether development team is qualified to graduate or not*. The third objective of CP is to help students *review all knowledge related to IT technique and IT project management* studied through 4 years in university. During project management process, students learn how to apply these knowledge and make decision in order to lead the project to success. The fourth objective is to help students *acquire self-study skill through making research* about programming languages and popular frameworks for the need of projects which are not included as a part of the university study program.

1.6.3 Brief description about system

This software is a web application which offers users almost of main features without registration. The website help users enlarge knowledge about Vietnamese including grammar, vocabulary through activities such as studying by lesson, reading articles, taking test corresponding to each skill and level of difficulty. User can send feedback to admin about the contents of the website. After logging in the system, user can see their progress of study and skills assessments.

Veazy uses familiar technologies such as Java, JavaScript, HTML, SQL Server and supports the most used browser like Internet Explorer, Firefox or Chrome.

1.6.4 System features

Veazy's features are divided into 4 different categories based on types of users:

- **Features for ordinary users:**
 - **Study Vietnamese:** Users can select and enroll in an appropriate course of Vietnamese divided into 6 levels of difficulty. Each lesson contains 6 sections of content: vocabulary, grammar, conversation, listening, practice and reading.
 - **Take Vietnamese tests:** Users can take multiple choice test based on difficulty level and type of skill which user can select.
 - **Report content:** User can send report about the contents of lessons and test questions.

- ***View statistics (only available after login):*** Users can display charts representing current progress of study, assessment on each respective skill.
- ***Log in/Log out:*** Users can log into Veazy system with a registered account for more unique features. Users can register new account or choose to log in by using Facebook or Google account.
- ***Change password/Recover password:*** Users can change password when necessary or request to update a new one in case of forgetting the current password.
- **Extra features for content editors:**
 - ***Review report:*** Admins & content creators can check the reports or feedbacks sent by users.
 - ***Manage lesson contents:*** Content creators can view list of lessons in each course, create, edit content and delete a lesson.
 - ***Manage test question contents:*** Content creators can view list of questions, create, edit content and delete a question.
- **Extra features for admins:**
 - ***Manage users:*** Admins can view list of accounts as well as each respective account's detail information, assign authority (admin or content creator) to any account, ban/unban an account.

1.7 Benefit From Project

1.7.1 For development team

All members in development team gain more experience in each following field:

- **IT Project management:** Team members understand all phases of project management as well as individual responsibility, what needs to achieve, what needs to deliver during an IT project.
- **Programming languages:** Front-end developers gain more experience in HTML&CSS, JavaScript while back-end developers gains more experience in Java and SQL-Server.
- **Soft skills:** Each member learns to become a team player who can communicate effectively and know how to delegate and assign tasks to appropriate members as well as support each other.
- **Natural languages:** Team members have the chance to make research about Vietnamese and Japanese at a certain level of depth, which enrich members' knowledge. Members also get to realize and correct inaccurate ways of speaking and writing Vietnamese which are often mistaken.

1.7.2 For Community

All Internet users have more resources and channel which are free of charge and allow:

- Studying Vietnamese grammar and vocabulary through online courses.
- Keeping track of study progress and current ability.
- Enhancing reading ability as well as knowledge through reading articles about Vietnam.
- Taking test corresponding to level of difficulty.

1.8 Critical Assumption and Constraints

1.8.1 Assumption

An assumption is a circumstance or event that need to occur for the project to be successful, but are out of range project team can control. These following are circumstances assumed to occur in project:

- Devices used to store data of project are well preserved.
- When a team member becomes sick, there is another members who can take over and continue his or her tasks without delaying project progress.
- Team members are able to use new technologies need for the project after 3 weeks of training.
- Team members are able to devote full 6 hours per day for project commitment.
- Team members can communicate well with each other.

1.8.2 Constraints

A constraint, in project management, is any restriction that defines a project's limitation. These following are project constraints defined by team members and classified into categories:

- **Time:** The length of project is 4 months (from May to August, 2016). Project must be delivered and ready for demo before the due date of August 25th.
- **Resources:**
 - Team scales is limited to 6 people who are all junior software developer.
 - Team members spend at least 6 hours per day for the project.
- **Quality:**
 - The website should operate well on popular web browsers such as Internet Explorer (version 9.0 above), Firefox (version 40.0 above) and Google Chrome (version 45.0 above).
 - The website should provide full features listed at part 4.4.

1.9 Potential Risk

Project risk is an uncertain event or condition which has an effect on project objective if it occurs. These following are project risks identified which might have the possibility to happen:

- **Insufficient PM Experience:** Schedules do not meet because of shortage of PM experience. PM needs to prepare knowledge and learn from other PMs' experience and supervisor.
- **Too many requirement changes:** Initiative requirement maybe not suitable or clear. It is be changed while the project is running.
- **Shortage of Human resource:** Member leaves the project team or fall seriously ill.
- **Not meeting performance requirements:** The lack of experience causes low quality Japanese documents.
- **Unclear requirements:** Member don't understand the requirements.
- **Lack member experience:** Member cannot afford requirements, low quality work
- **Member conflict:** Conflicts between members caused by misunderstanding during communication or being unable to reach a consensus can affect teamwork, which decreases productivity.

2 SOFTWARE PROJECT MANAGEMENT

2.1 Project Overview

2.1.1 Project Description

Project Code	Veazy	Contract Type	None
Customer	FPT University	2nd Customer	None
Project Level	Group	Project Rank	None
Application Type	Website	Project Manager	Nguyen Ngoc Minh
Project Category	Development	Business Domain	Education

Table 2-1: Project description

2.1.2 Purposes of Project

This project is a capstone project of our group at FPT University. By releasing this project, we want to not only pass the capstone challenge but build a website that helps Japanese people, who are interested in Vietnam, study about Vietnam as well. After analyzing the business specifications, we found out that there is too few useful resources which can help foreigners, especially Japanese people, study about Vietnamese language and culture. Even both Japanese and Vietnamese are affected by Chinese culture, but it is still quite difficult to understand each other. Thus, our product is on purpose to provide a system to help Japanese people study about Vietnam in a way that is as natural as possible.

On the other hand, through 4 months of this project, we hope that every member can gain more experience and knowledge about software development, improve personal and group working skills.

2.1.3 Scope Statement

The scope of this project contains: Requirement Analysis, Design, Coding and Testing (Unit Test, Integration Test and System Test).

2.1.4 The functions of Project

- **User account:** Allows users register new accounts in order to log into the system and provide features of updating and viewing profiles.
- **E-learning system:** Provides a well-organized lessons system divided based on level of difficulty.
- **Testing system:** Allow users to take after setting up as well as viewing the test result.

No	Actor	Use-case name	Description
1	Guest	Register	Registering new account to log into the system
2		Log In	Logging into the system
3	Guest, Member	View Lesson List	Viewing lesson list of courses
4		View Lesson Details	Viewing detail of lesson
5		Create Test	Creating a test
6		Take Test	Taking a multiple-choice test
7		View Test Result	Viewing result of test
8		Change Language	Changing language
9	Member	View Profile	Viewing detail information of their profile
10		Update Profile	Updating user's profile
11		Change Password	Changing user's password
12		View Statistics	Viewing statistics of user
13		Log Out	Logging out of system
14		View List Test History	Viewing list of test history
15		View Test History	Viewing detail of test history

16	Content Editor	Retake Test	Retaking a test in list test history
17		Report Lesson	Reporting content of lessons that having wrong content
18		Report Question	Reporting content of questions that having wrong content
19		View Profile	Viewing detail information of their profile
20		Update Profile	Updating user's profile
21		Change Password	Changing user's password
22		Log Out	Logging out of system
23		View Lesson List	Viewing lesson list of courses
24		Filter Lesson	filtering lesson
25		View Lesson Details	View detail of lesson
26		Edit Lesson	Editing content of lesson
27		Delete Lesson	Deleting lesson
28		Create Lesson	Creating new lesson of course
29		View Questions List	Viewing question list
30		Filter Question	Filtering question
31		View Question Details	View detail of question
32		Edit Question	Editing content of question
33		Delete Question	Deleting question
34		Create Question	Creating new question of course
35	Administrator	View Profile	Viewing detail information of their profile
36		Update Profile	Updating profile

37		Change Password	Changing password
38		Log Out	Logging out of system
39		View Users List	Viewing list of user
40		Search User	Searching user
41		View User Profile	Viewing detail information of user
42		Ban User	Blocking user of system
43		Unban User	Unblocking user
44		Set User Role	Setting role for user
45		View System Statistics	Viewing statistics of system

Table 2-2: List function

2.2 Project Organization

2.2.1 Organizational Structure

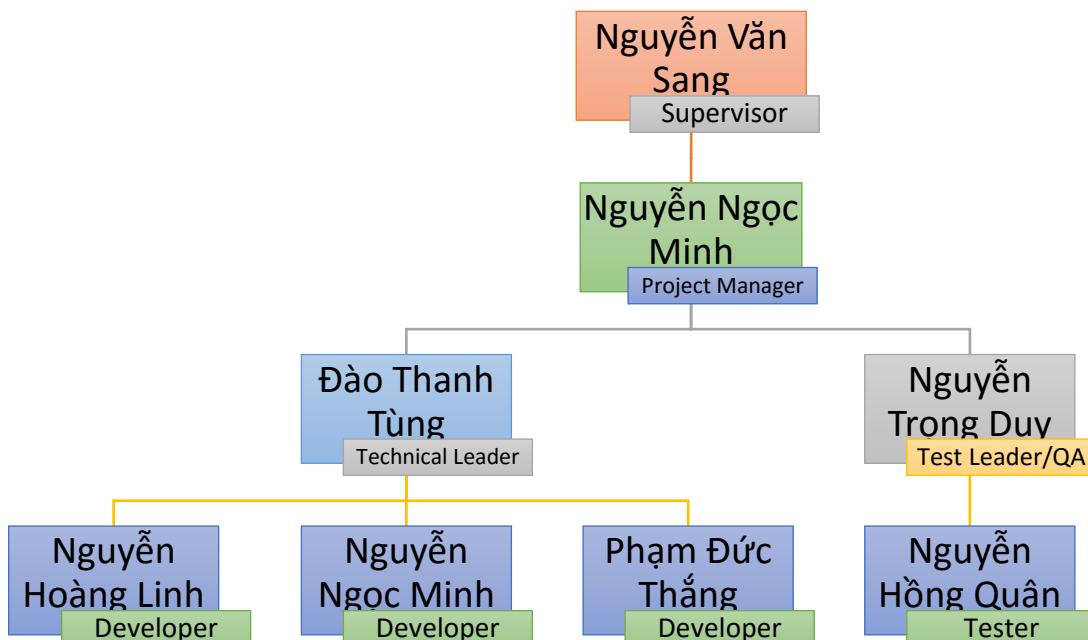


Figure 2-1 Project organizational structure

2.2.2 Project Process

2.2.2.1 Fsoft Process Model

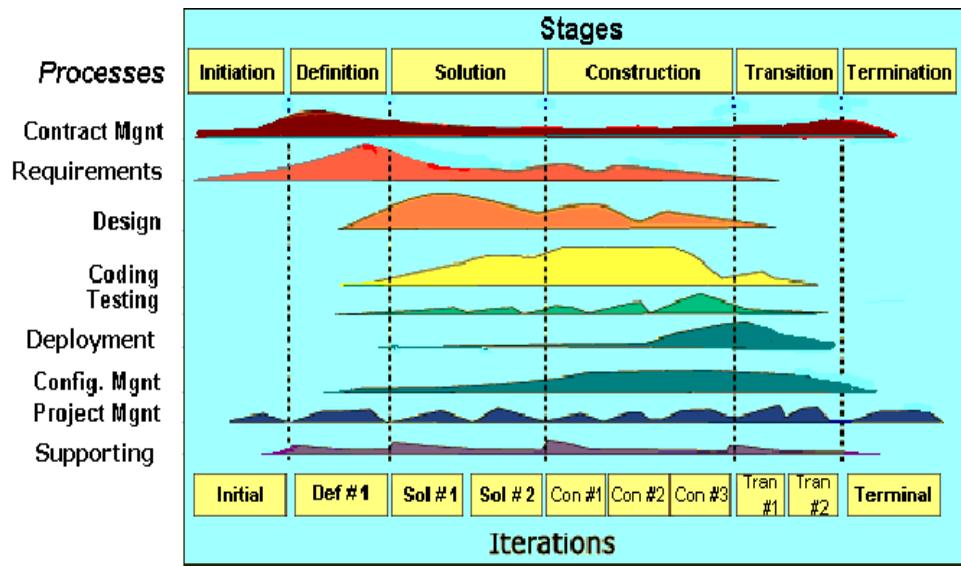


Figure 2-2 Fsoft Process Model

The software lifecycle is broken into *cycles*, each cycle working on a new generation of the product. The Fsoft process divides one development cycle in six consecutive *phases*:

- ✓ Initiation phase
- ✓ Definition phase
- ✓ Solution phase
- ✓ Construction phase
- ✓ Transition
- ✓ Termination

2.2.2.2 Project Life Cycle

Basing on Fsoft process and real-world project, we decided to divide the project into four phases: Initiation, Solution, Construction, Termination:

- **Initiation Phase:** This is the explanatory phase of the project. Project objective and description is described at this stage. The purpose of this phase is to collect and understand business requirements, detail the project plan and agree upon a high level statement of work. Our primary objectives are complete project identification and project plan. After these are completed, the project is checked against the following criteria:
 - Identify business functions of the system
 - Determining the scope, conditions and limitations of the project
 - List the main functions of the system
 - List one or more suitable architecture for the system
 - Identify project risks
 - Complete Report 1, and Report 2

- **Solution Phase:**

- In this phase, the architecture of the system is designed. The goal is to translate requirements and specification into a technical solution to produce Technical Design. Our primary objectives are complete requirement specification, architecture design and database design.
- Finally, the plan must provide (including estimates of cost and time) for the construction phase. The plan must ensure proper and accurate based on experience.
- Complete Report 3 and Report 4

- **Construction Phase:**

- This is the longest phase of a project life cycle.
- In this phase, all functions of the system will be installed. The installation will be divided into small stages, each stage of the installation a few functions. The results of each phase will be the release of the module function can be executed.
- Construction and improvement of products until the final product is ready to deliver to the user. During this phase, all the components and other features of the application is developed and integrated into the product.
- This phase emphasizes the resource management and control operations to optimize cost, time and quality.
- Complete software packages and Report 5, Report 6

- **Termination Phase:**

- This is the final phase in the life cycle of a project.
- Their products will be deployed to the client. The feedback received during the transfer process will be recorded and put on the new functional requirements or functionality enhancements in the next version of the product.
- Phase transfer switch also includes the training system and the new system for the user.

2.3 Project Schedule

The Effort estimation is documented in the table below.

	Initiation	Solution	Construction	Termination	Total
Effort(person/day)	75	147	198	30	450
Total % budgeted Effort Usage (%)	100	100	100	100	

Table 2-3: Effort Estimate

2.3.1 Milestone and Deliverables

No	Stage	Committed Delivery date	Description of Deliverable	Delivery media
Initiation			Requirements agreed, Report 1 reviewed	
1	Project Introduction	16-05-2016	Criteria: Documentation reviewed	
2	User Requirement Specification	16-05-2016	Criteria: Documentation reviewed	
3	Screen mockups	19-05-2016	Criteria: Documentation reviewed	
4	Project Plan	24-05-2016	Criteria: Documentation reviewed	
Solution				
1	Architecture Design	27-05-2016	Criteria: Documentation reviewed	
2	SRS	01-06-2016	Criteria: Documentation reviewed	
3	Detail Data Design	06-06-2016	Criteria: Documentation reviewed	
4	Screen Design	07-06-2016	Criteria: Documentation reviewed	
5	Class Design	07-06-2016	Criteria: Documentation reviewed	
6	Test Plan	09-06-2016	Criteria: Documentation reviewed	
7	Integration Test Case	29-06-2016	Criteria: Documentation reviewed	

Construction			Product developed & tested and released to supervisor, documentation reviewed.
1	Source code	01-08-2016	Source code Acceptance criteria: Product unit tested
2	System Test Case	07-07-2016	Criteria: Documentation reviewed
3	Test report	12-08-2016	Criteria: Documentation reviewed
4	Final report document and CD source code	24-08-2016	Final Documents and Source Code
Termination			Project post-mortem is conducted, Project assets archived and released to supervisor
1	Lesson learned	01-09-2016	Criteria: Completed

Table 2-4: Milestone and Deliverables

2.3.2 Gantt chart

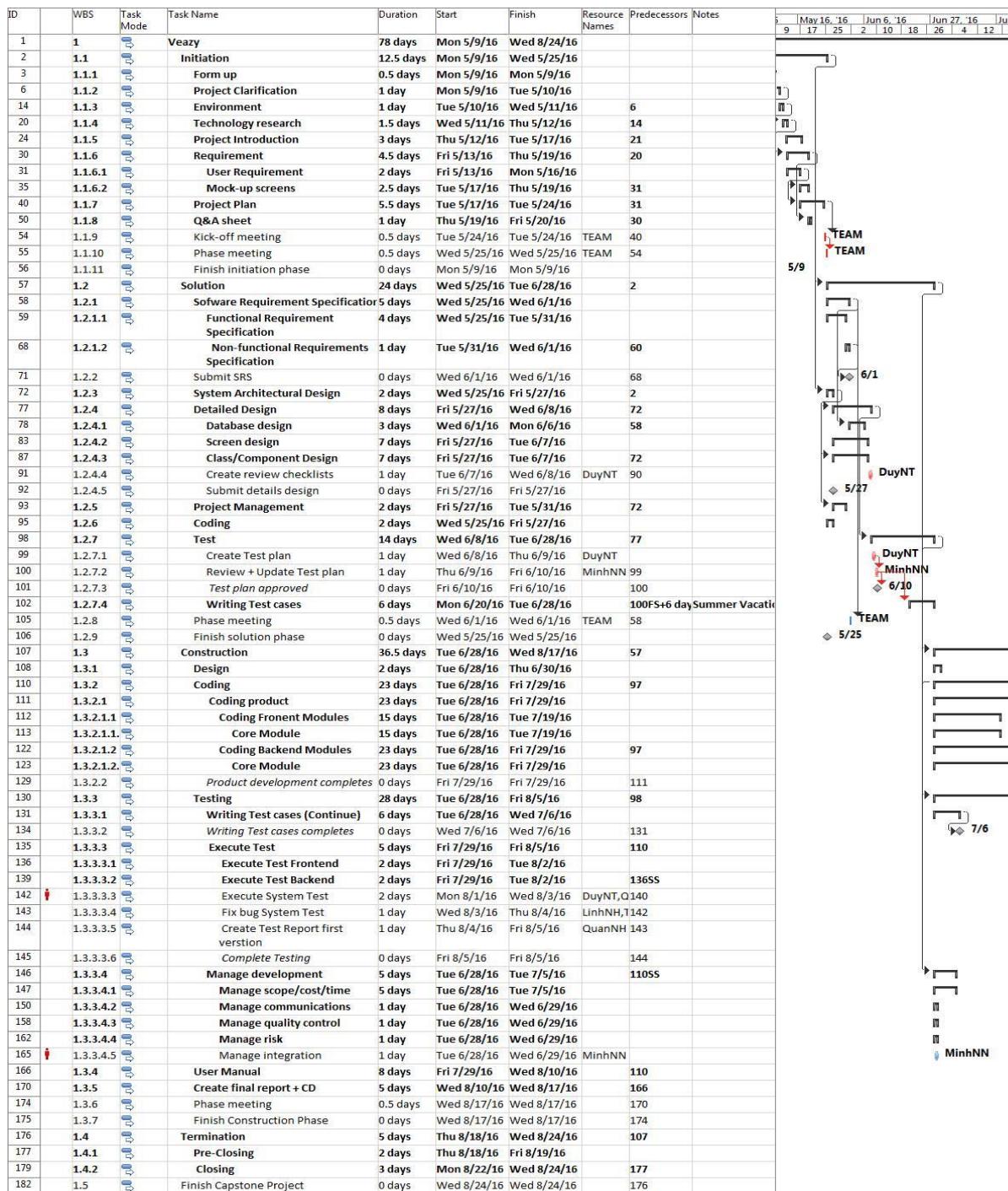


Figure 2-3: VEAZY Gantt chart

2.4 Risk Management

RISK ASSESSMENT MATRIX

Risk ID	Risk Category	Risk Source	Risk Description	Probability	Impact	Exposure	Priority	Trigger	Risk Status	Last updated date	Mitigation	Contingency	Person in charge	Planned end date	Mitigation Cost	Mitigation Benefit	Actual end date
R01	Human resource	Insufficient PM Experience	Unrealistic schedules	0.8	8	6.4	8	Deliverables are over 50% late when meet the deadlines	Open		PM needs to prepare knowledge and learn from other PMs' experience	PM needs to ask support from the supervisor.	PM	8/25/2016			8/25/2016
R02	Project Requirement	Too many requirement changes	SRS has been changed too frequently	0.3	6	1.8	6	SRS has been changed over 10 times a week after SRS was approved.	Open		Clear out the requirements and members' abilities at the beginning of the project.	Pending all change requests, have meeting to clear the requirements again	PM	8/24/2016			8/29/2016
R03	Human resource	Shortage of Human resource	Lack of team members	0.3	4	1.2	4	Member leaves the project team	Open		Have an open talk with team members to clear out the objectives and understand each others.	Assign work to other members, increase effort	PM	8/24/2016			8/25/2016
R04	Human resource	Not meeting performance requirements	Low quality Japanese documents	0.3	4	1.2	4	Low quality Japanese documents (too many mistakes)	Open		Have plans to train Japanese for team members	Request support from Japanese lecturer	Team members	8/25/2016			8/25/2016
R05	Project Requirement	Unclear requirements	SRS is not clear enough	0.4	4	1.6	4	Member cannot understand the requirements	Open		Define clearly the requirements	Have meetings to define and clear the requirements again	PM	8/24/2016			8/25/2016
R06	Human resource	Team Spirit and Attitude	Member conflict	0.4	4	1.6	4	Member can't understand each other	Open		Hold team building to increase members relationship	conciliate the conflict	PM	8/24/2016			8/27/2016
R07	Human resource	Not meeting performance requirements	Lack of members' experience	0.3	3	0.9	3	Member cannot afford requirements, low quality work	Open		Train members and run a pilot project before kicking off the main project	Break works, share efforts between lower experienced member and the higher one.	Team members	8/26/2016			8/26/2016

2.5 Communication Management

Communication Type	Method / Tool	When	Information	Participants / Responsible
Project Task Tracking				
Task scheduling	MS Project Professional 2010	At the beginning of every stage, and weekly Refinement and rescheduling as necessary		PM
Task assignment	MS Project Professional 2010	Weekly		PTL
Task status reporting	Daily Report	Daily		Project Team Members
Project Meeting				
Kick-off Meeting	Face to face	Initiation stage	Project introduction; Project plan review; Risk identification; stakeholders identify.	PM, Project Team Members
Project Progress Review Meetings	Face to face	Weekly and on event	Communicate project status Communicate and resolve any open issue, risks, and changes Discuss any suggested improvement	PM, Project Team Members

Communication Type	Method / Tool	When	Information	Participants / Responsible
Milestone Meetings	Face to face	1 days After the completion of stages: Definition, Solution & Construction	Project objective review, evaluate project performance (quality, schedule, effort), Causal analysis, update project plan for next stage	PM, Project Team Members, QA, Supervisor
Transfer/Sharing of project documentation/information	Github	When available	All project documentation and information	PM, Project Team Members, QA
Supervisor Communication and Reporting:				
Project Report	Agreed Fsoft and FU standard format	5pm Monday, Weekly	Project status report, Issue requiring clarifications, escalation, if any	PM
Project Meetings with supervisor	Face to face	12h45 Friday, Weekly	As above	PM
Requirement gathering/clarification	Face to face meeting	During requirement analysis phase	As in Q&A list	PM
Communication with Supervisor				
Review Project Plan & Project schedule	By attend project meeting	Significant changes to WO, PP and Project schedule (scope, objectives Organization, HR, major milestone, deliverables)		PM
Project Progress Review	By email and/or via Operation meeting at Group/Division level	Weekly	Project status report, Issue requiring clarifications, escalation, if any	PM

Communication Type	Method / Tool	When	Information	Participants / Responsible
Project Milestone Review	By email and via project milestone review meeting	End of every stage	Project objective review, evaluate project performance (quality, schedule, effort), Causal analysis, update project plan for next stage	PM

Table 2-6: Communication Management

2.6 Tools and Infrastructure

Below is the list of tools and infrastructure requirements needed for development environment.

Item	Description	Expected Availability by	Note
Development Environment			
Operating System	Window 7 or above version, Ubuntu LTS 14.04, CentOS 6.6		
Browser	Google Chrome, Firefox (all version)		
Development language	Java 8		
Technology			
Development language	Java 8		
Server	Tomcat 7 (server localhost)		
Hardware Requirement			
Hardware Configuration	2GB workspaces on server		
Equipment & Tools			
Source Version Control	Git	Definition stage	
Task Tracking	MS Project Professional 2010	Initiation stage	
SRS	Microsoft Office Word, Microsoft Office Excel, Astah Professional	Initiation stage	

Table 2-7: Tools and Infrastructure

2.7 Configuration Management Plan

The detail configuration management is available in file [Veazy_CMPlan_v1.0_EN.docx](#).

3 SOFTWARE REQUIREMENT SPECIFICATION

3.1 Overview

3.1.1 Purpose

The purpose of this document is to present a detailed description of the Veazy. It explains the interface and the features of the system, what the system does, the constraints under which it must operate and how the system reacts to external stimuli..

3.1.2 Scope

Veazy is a website which supports Japanese people study Vietnamese.

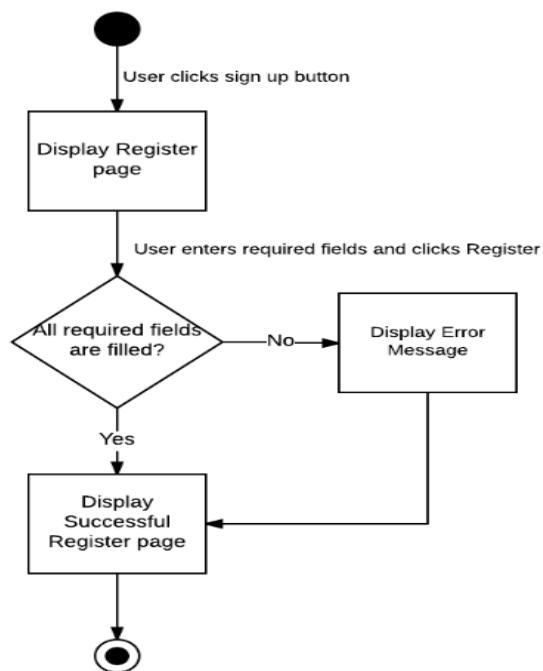
There are four basic users Guest, Member, Content Editor and Admin.

- Guest can study via lessons and do test.
- Member can access basic functions of guests and manage profile, redo recently taken tests and view statistics assessed based on those taken tests.
- Editor can manage website content which contains of contents of lesson and test question.
- Administrator can manage users, including checking user detailed information, assign authority and ban/unban.

3.2 User Requirements Specification

3.2.1 Business Process Overview

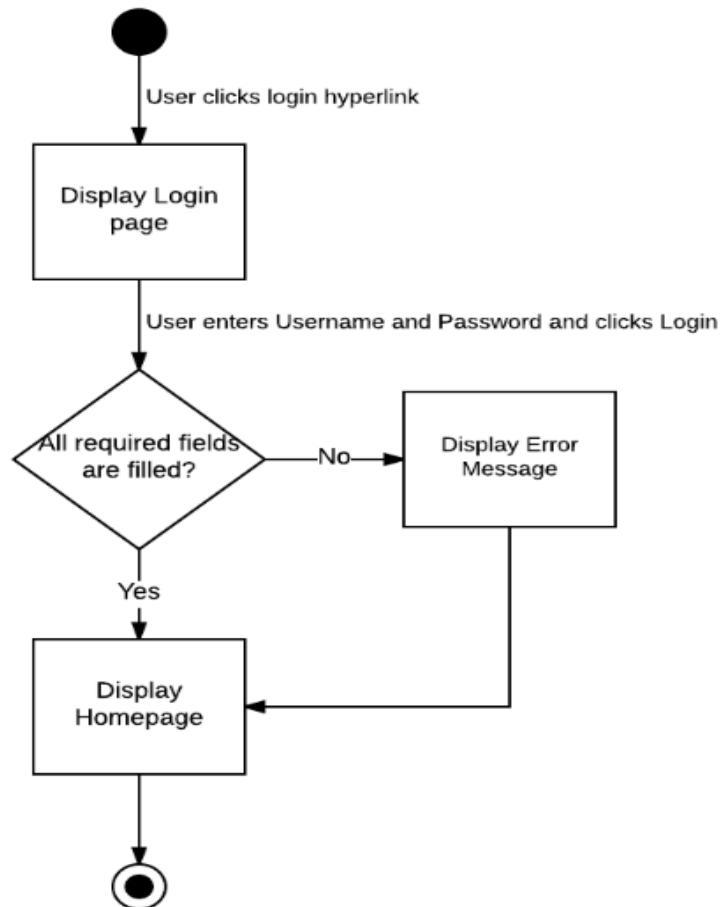
3.2.1.1 Register workflow



Brief description: Guest can use this function. Steps:

- Step 1: User clicks on Sign Up button.
- Step 2: System display Sign Up page.
- Step 3: User enters required fields and clicks on Register button.
- Step 4: System display Successful Register page or Error Message.

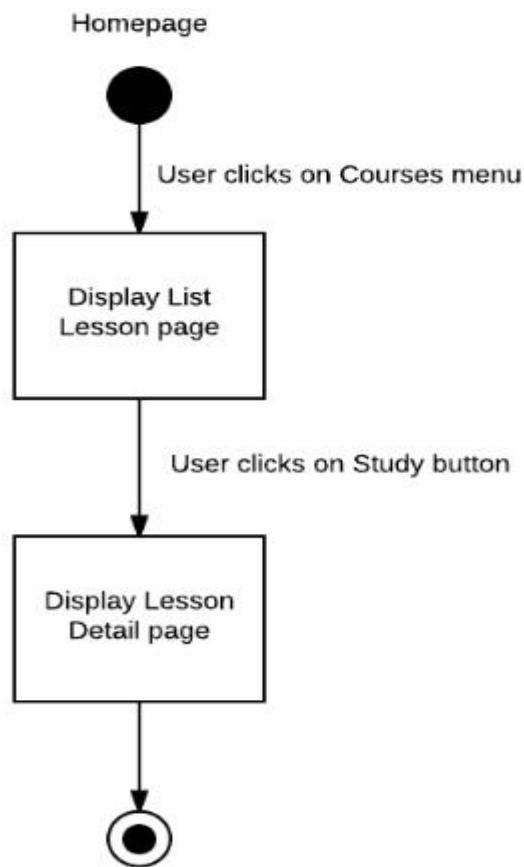
3.2.1.2 Login workflow



Brief description: Guest can use this function. Steps:

- Step 1: User clicks on Login hyperlink.
- Step 2: System display Login page.
- Step 3: User enters Username and Password and clicks on Login button.
- Step 4: System display Homepage or Error Message.

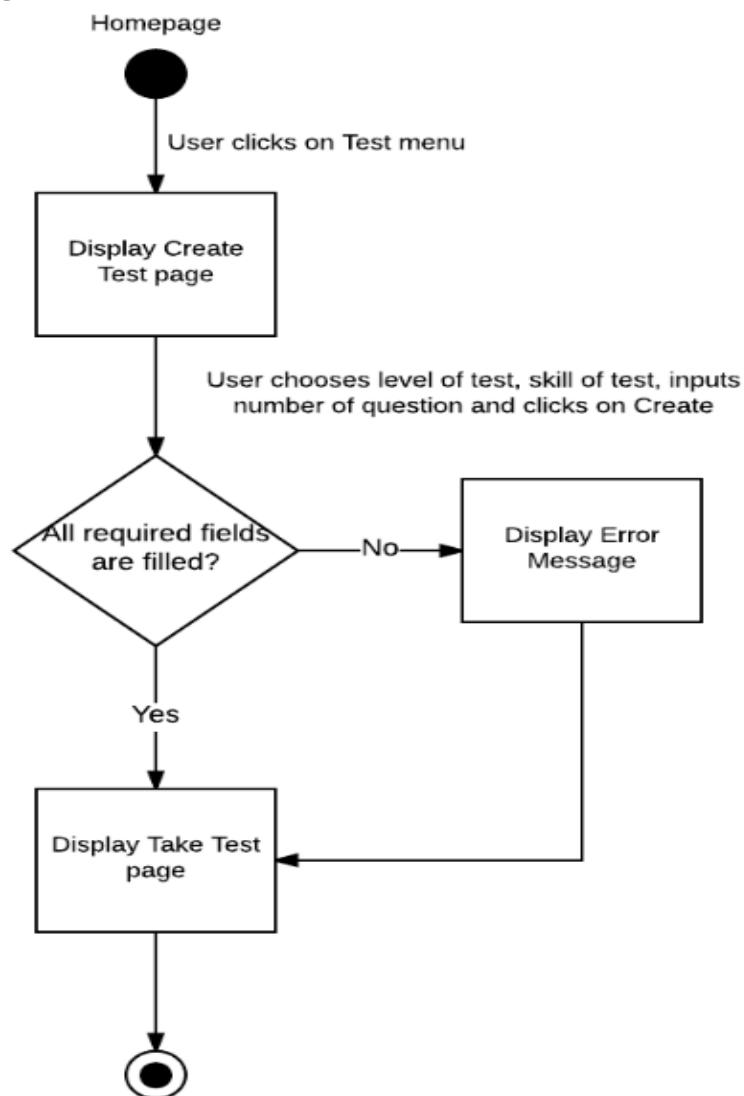
3.2.1.3 Study workflow



Brief description: Guest and Member can use this function. Steps:

- Step 1: User clicks on Courses menu.
- Step 2: System display List Lesson page.
- Step 3: User clicks on Study button.
- Step 4: System display Lesson Detail page.

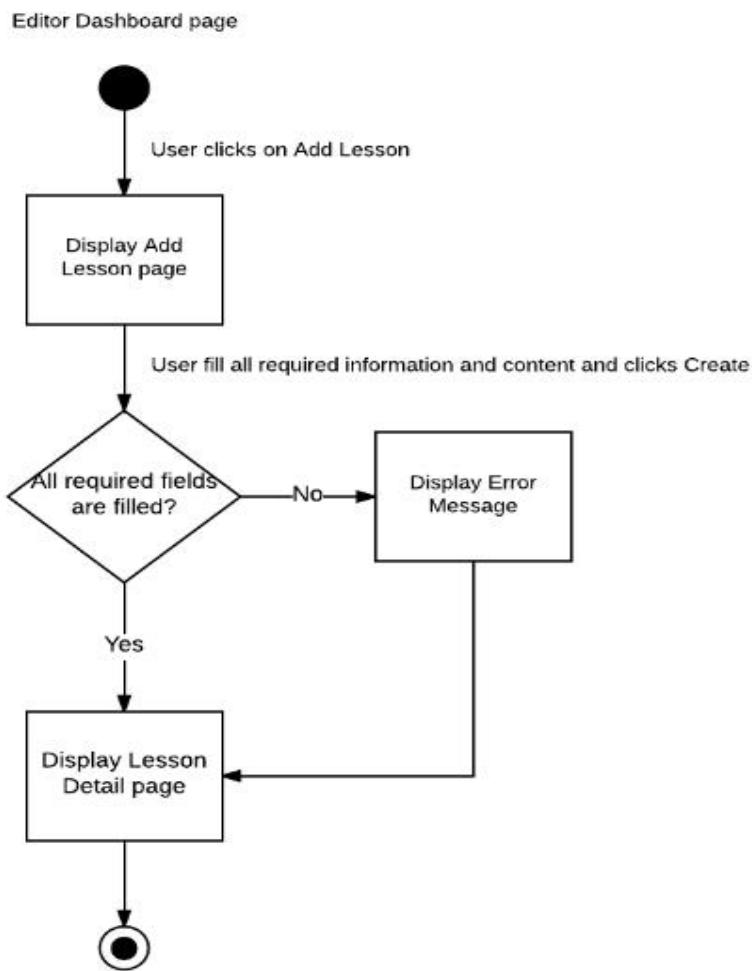
3.2.1.4 Testing workflow



Brief description: Guest and Member can use this function. Steps:

- Step 1: User clicks on Test menu.
- Step 2: System display Create Test page.
- Step 3: User chooses level of test, skill test, and number of questions.
- Step 4: User clicks on Create button.
- Step 5: System display Take Test page.

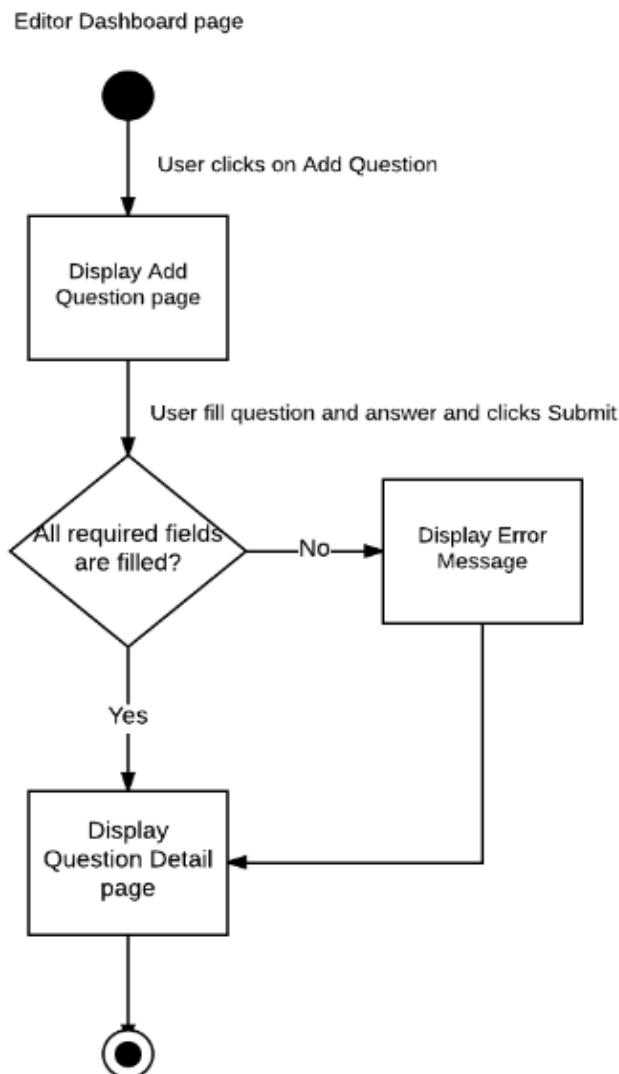
3.2.1.5 Add Lesson workflow



Brief description: Content Editor can use this function. Steps:

- Step 1: Content Editor clicks on Add Lesson in Lesson menu.
- Step 2: System display Add Lesson page..
- Step 3: Content Editor fills all required information and content of lesson and clicks on Create button.
- Step 4: System display Lesson Detail page or Error Message.

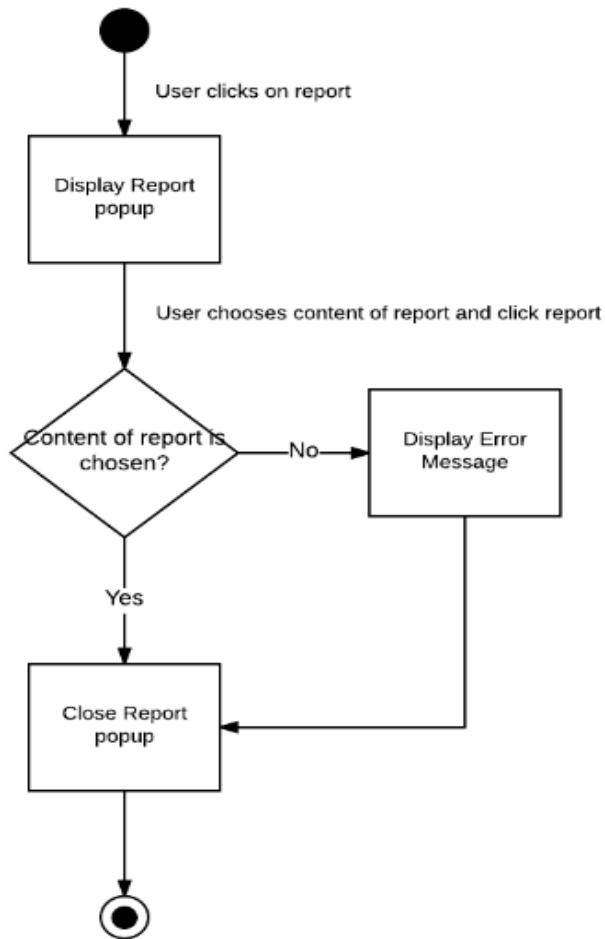
3.2.1.6 Add Question workflow



Brief description: Content Editor can use this function. Steps:

- Step 1: Content Editor clicks on Add Question in Question menu.
- Step 2: System display Add Question page..
- Step 3: Content Editor fills question and answer of question and clicks on Submit button.
- Step 4: System display Question Detail page or Error Message.

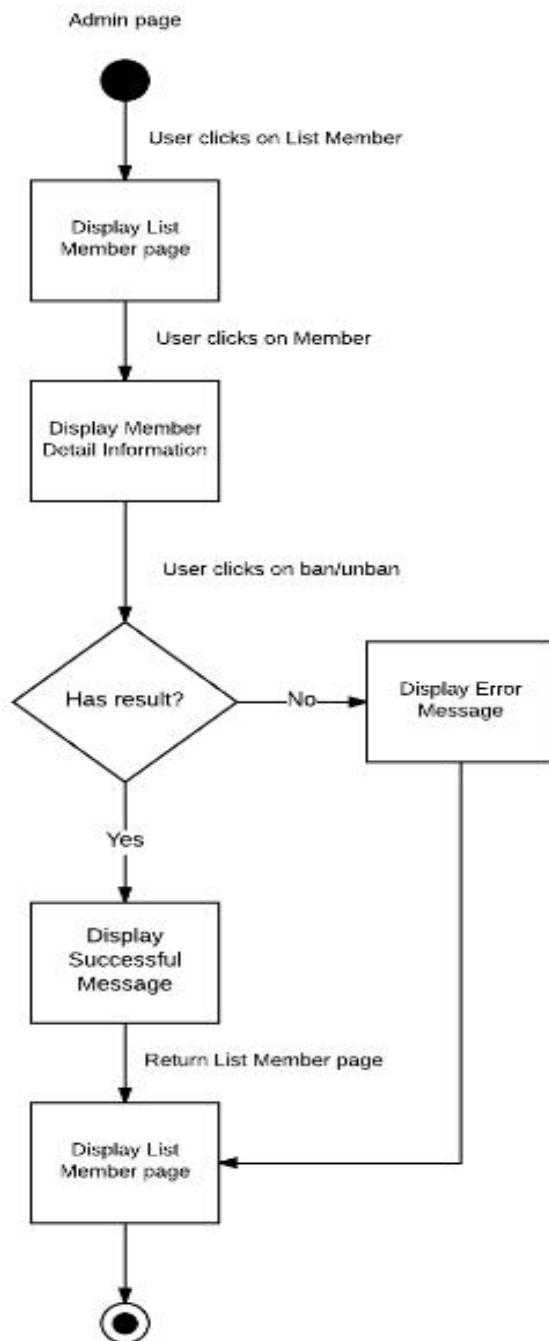
3.2.1.7 Report Content workflow



Brief description: Member can use this function. Steps:

- Step 1: Member clicks on Report button.
- Step 2: System display Report popup.
- Step 3: Member chooses content of report and clicks on Report.
- Step 4: System close Report popup or Error Message.

3.2.1.8 Ban/Unban user workflow



Brief description: Administrator can use this function. Steps:

- Step 1: Administrator clicks on List Member menu.
- Step 2: System display List Member page.
- Step 3: Administrator clicks on Member who Administrator want to ban/unban.
- Step 4: System display Member Detail Information page.

- Step 5: Administrator clicks on Ban/Unban button.
- Step 6: System display Successful Message or Error Message.
- Step 7: System display List Member page.

3.2.2 Product Features

Veazy is a website, user only connect to internet to use website. System provides these main functions:

3.2.2.1 Guest features

- **Register:** User can register new account and login to use all features of Veazy.
- **Login:** User login to Veazy system.
- **Search:** User can search lessons, words and system will display all of result related to keywords.
- **Forgot Password:** If user forgot their password, user can send a request to reset their password.
- **Learning:** User can learn Vietnamese through lessons of system.
- **Testing:** User can take a multiple-choice test and view result at the end of test.

3.2.2.2 Member features

- **Management Profile:** System just allows user who logins as Member can manage their profile such as view their information, update their information, change new password, as well as view their statistical learning process.
- **Report Content:** System just allows user as Member can send a report to Content Editor about wrong content of lesson or question.
- **Retake Test:** System just allows user as Member can view their list test history, review test and retake test.

3.2.2.3 Content Editor features

- **Management Profile:** When user logins as a Content Editor, user can manage their profile such as view Content Editor Information, update information and change password.
- **Manage Lesson:** When user logins as a Content Editor, user can manage lesson of system. So that user can view all lesson of system, search, add new lesson, edit or delete lesson.
- **Manage Question:** When user logins as a Content Editor, user can manage question of system. So that user can view all question of system, search, add new question, edit or delete question.
- **View Report:** System's Member send reports about wrong content of lesson or question. Content Editor can view this reports to determined that the content is wrong or not and edit it.

3.2.2.4 Admin features

- **Management Profile:** When user logins as a Admin, user can manage their profile such as view Admin information and change password.
- **Manage user:** When user logins as a Admin, user can manage member of system as: view list member of system, view detail information, ban/unban member or set permission for member.
- System statistics:** When user logins as a Admin, user can view statistics of system..

3.3 Software Requirements Specification

3.3.1 Overall Description

3.3.1.1 System overview

The product is a web-based system implementing client-server model. Veazy system serves as an e-learning system which targets mainly Japanese people who working in Vietnam and have demand for studying Vietnamese.

The purpose of Veazy is to create a friendly, easy-to-use and free-of-charge Vietnamese learning system with various features that improves efficiency in study significantly as well as provide a coherent system of ability assessment to help users keep track of their level in Vietnamese language...

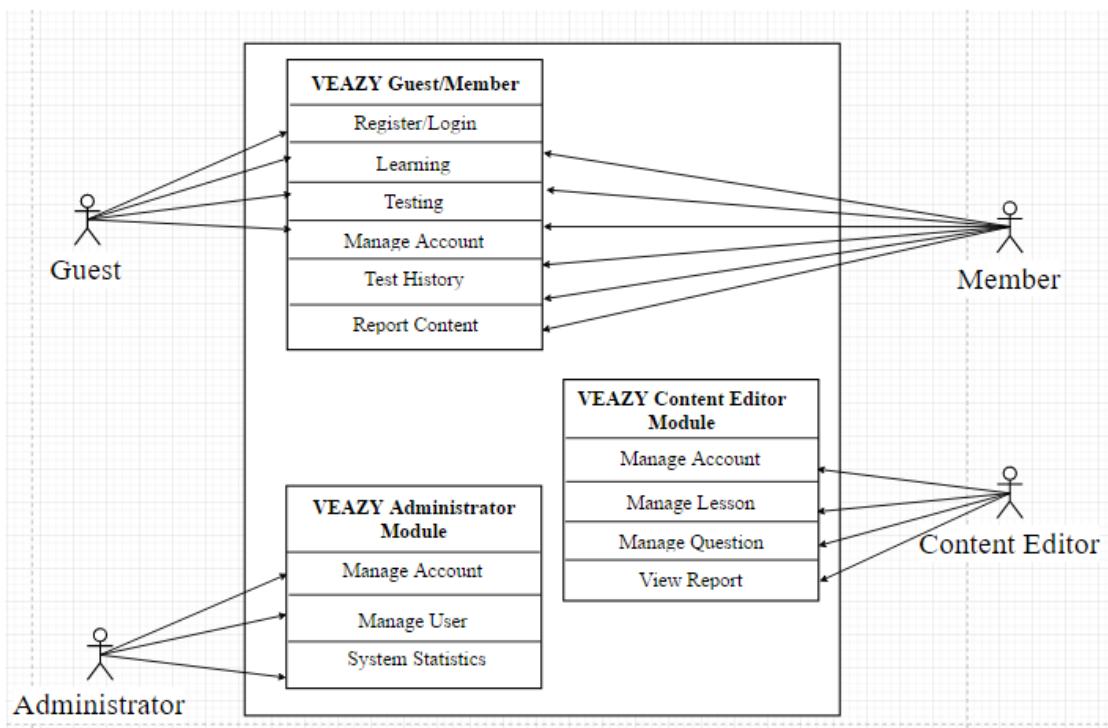


Figure 3-5: System overview

3.3.1.2 Product Features

The following are the main features that are included in the system:

- User Account Management: Allows users register new accounts in order to log into the system and provide features of updating and viewing profiles.
- E-learning System: Provides a well-organized lessons system divided in courses based on level of difficulty.
- Taking Test: Allows users to take small test and display test result.

Main functions of Users:

User	Function Name	Description
Guest	Register new Account	User registers new account to log into the system
	Login	User login to the system.
	View Lesson List	User views list lessons of courses.
	View Lesson Detail	User views the content of the selected lesson.
	Take Test	User takes a multiple-choice test.
	View Test Result	User views result of their test.
Member	View Profile	User views their own profile.
	Edit Profile	User edits their own profile.
	Change Password	User changes their password
	View Test Statistic	User views summary about their test and their score
	Logout	User logs out of system.
	Report Lesson	User sends their report to Content Editor about wrong content of lesson
	Report Question	User sends their report to Content Editor about wrong content of question
	View List Test History	User views list test history
	View Test History	User views test history detail
	Retake Test	User retake test
Content Editor	View Profile	User views their own profile
	Edit Profile	User edits their own profile
	Change Password	User changes their password
	Logout	User logs out of system.
	View Lesson List	User views list lessons of courses.
	View Lesson Detail	User views the content of the selected lesson.

	Filter Lesson	User filters lesson list
	Create Lesson	User creates new lesson
	Edit Lesson	User edits lesson
	Delete Lesson	User deletes lesson
	View Question List	User views list question
	View Question Detail	User views question detail
	Filter Question	User filters question list
	Create Question	User creates new question
	Edit Question	User edits question
	Delete Question	User deletes question
	View Report	User views report about wrong content
Admin	View Profile	User views their own profile
	Change Password	User changes their password
	Logout	User logs out of system.
	View User List	User views list member of system
	View User Profile	User views member's profile.
	Set Role User	User sets role for member's system.
	Ban User	User bans member out of system.
	Unban User	User unbans member.
	View System Statistic	User views statistic of system.
	Search User	User searching for user.

Table 3-1: Product features

3.3.1.3 User Characteristics

There are 3 types of users involving in the system:

- Normal users (Guest, Member): Requires basic knowledge of internet & computer.
- Content Editor: Required basic knowledge of internet & computer as normal user. In addition to that, they need to have upper-level of Vietnamese language and ability write academic articles as well as managing them.
- Administrators: Required to have high-level technical, management skills and the ability to promote the website.

3.3.1.4 User Documentation

List of document when delivering this application is in the table below:

Name	Description
User Manual	Provide detailed explanation about the system, screens and guide users how to use all features of VEAZY website.

3.3.1.5 Assumption

The system depends on which type and version of browser being installed on the client machine i.e. the browser should support both HTML5 and CSS3. The internet connection speed and bandwidth is also a dependency of the system.

One assumption that user has a strong enough internet connect which can adapt to system load. If the speed and bandwidth is slow, there is one scenario that browser cannot fully load the webpage, which may affect web layout displaying. Another scenario is that when user plays media such as listening or watching conversation, the media quality may be affected badly by a weak internet connection, which results a bad user experience.

Another assumption is that user is using a fully technical supported browser. If the browser does not support full technique, website cannot adapt full functionalities..

3.3.2 Entity Relation Model

3.3.2.1 Entity-Relationship Diagram

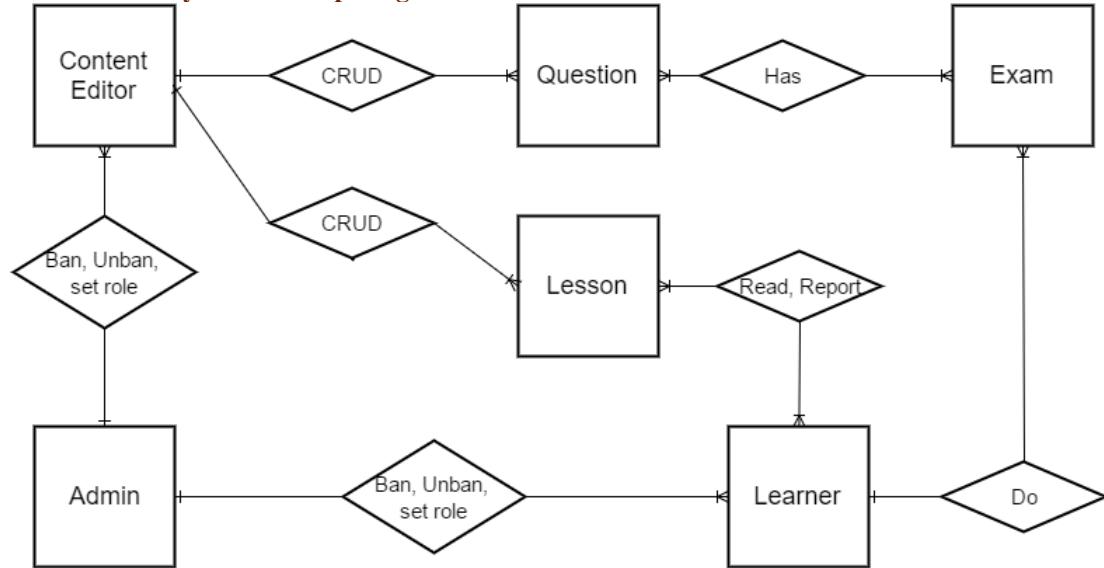


Figure 3-6: Entity Relationship Diagram

No	Entity	Description
1	Admin	System administrator
2	Learner	The end-user who learn on the website
3	Content Editor	The user who create, update lesson content and questions.
4	Question	Question for the exam
5	Lesson	The lesson
6	Exam	Examination for the user

3.3.2.2 Table Details

3.3.2.2.1 Table diagram

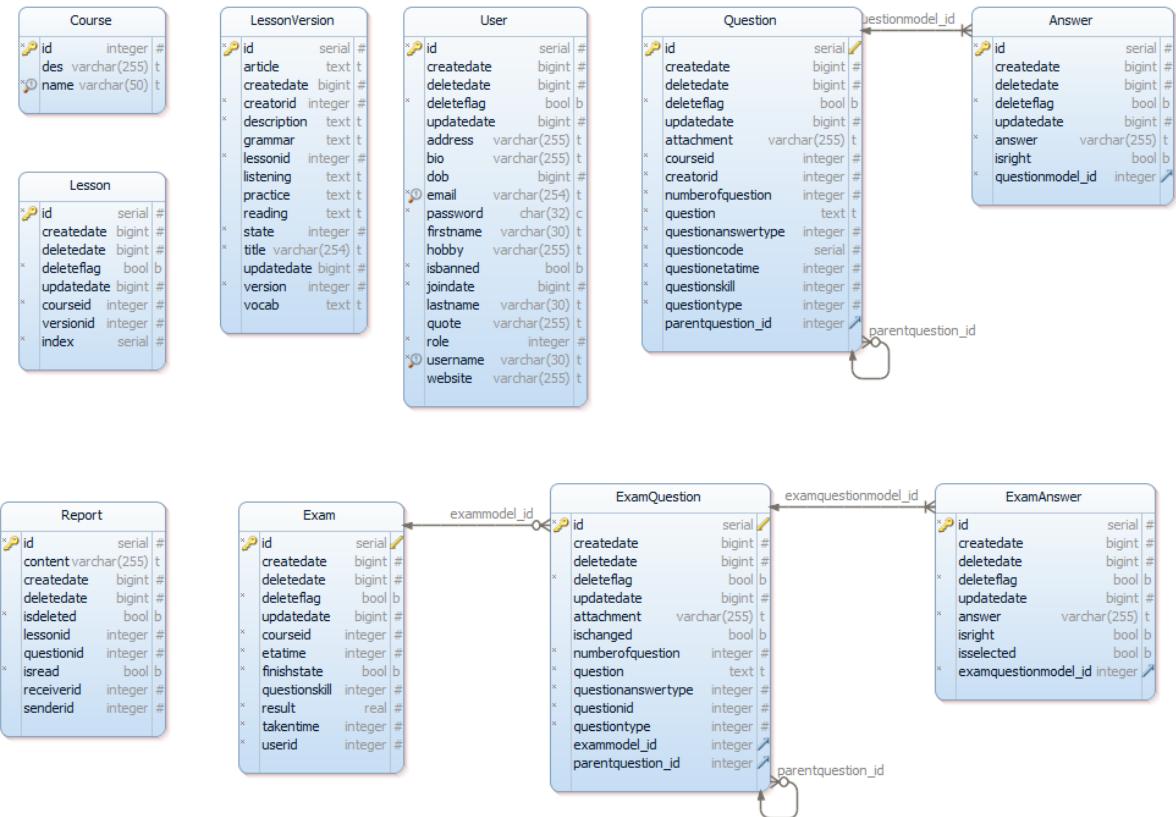


Figure 2: Table diagram

3.3.2.2.2 Course table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	integer		NOT		P		
2	des	character	255					description
3	name	character	50	NOT	U			

3.3.2.2.3 Exam table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	courseid	integer	NOT				
7	etatetime	integer	NOT			0	estimate time
8	finishstate	bool	NOT				
9	questionskill	integer					
10	result	real	NOT			0.0	
11	takentime	integer	NOT			0	
12	userid	integer	NOT				

3.3.2.2.4 Lesson table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	courseid	integer	NOT				
7	versionid	integer					
8	index	serial	NOT				

3.3.2.2.5 LessonVersion table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		
2	article	text						
3	createdate	bigint						
4	creatorid	integer		NOT			FALSE	
5	description	text		NOT				
6	grammar	text						
7	lessonid	integer		NOT				
8	listening	text						
9	practice	text						
10	reading	text						
11	state	integer		NOT			1	
12	title	varchar	254	NOT				
13	updatedate	bigint						
14	version	integer		NOT			1	
15	vocab	text						

3.3.2.2.6 Report table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	lessonid	integer					
7	questionid	integer					
8	isread	bool	NOT			FALSE	
9	receiverid	integer					
10	senderid	integer					

3.3.2.2.7 Answer table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	answer	varchar	255	NOT				
7	isright	bool		NOT			FALSE	
8	questionmodel_id	integer		NOT		F		

3.3.2.2.8 User table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	address	varchar	255					
7	bio	varchar	255					biographic
8	dob	bigint						date of birth
9	email	varchar	254	NOT	U			
10	password	char(32)		NOT				
11	firstname	varchar	30					
12	hobby	varchar	255					
13	isbanned	bool		NOT			FALSE	
14	joindate	bigint		NOT				
15	lastname	varchar	30					
16	quote	varchar	255					
17	role	integer		NOT			3	
18	username	varchar	30		U			
19	website	varchar	255					

3.3.2.2.9 ExamAnswer table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	answer	varchar	255	NOT				
7	isright	bool		NOT			FALSE	
8	isselected	bool		NOT			FALSE	
9	examquestion model_id	integer				F		

3.3.2.2.10 ExamQuestion table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	attachment	varchar	255					
7	ischanged	bool						
8	numberofquestion	integer		NOT			1	
9	question	text		NOT				
10	questionanswertype	integer		NOT			1	
11	questionid	integer		NOT				
12	questiontype	integer		NOT			1	
13	exammodel_id	integer				F		
14	parentquestion_id	integer				F		

3.3.2.2.11 Question table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	attachment	varchar	255					
7	courseid	integer		NOT				
8	creatorid	integer		NOT				
9	numberofquestion	integer		NOT			1	
10	question	text		NOT				
11	questionanswertype	integer		NOT			1	
12	questioncode	serial		NOT				
13	questionetatype	integer		NOT			60	
14	questionskill	integer		NOT			1	
15	questiontype	integer		NOT			1	
16	parentquestion_id	integer				F		

3.3.3 Functionality

3.3.3.1 Guest

3.3.3.1.1 Manage Account

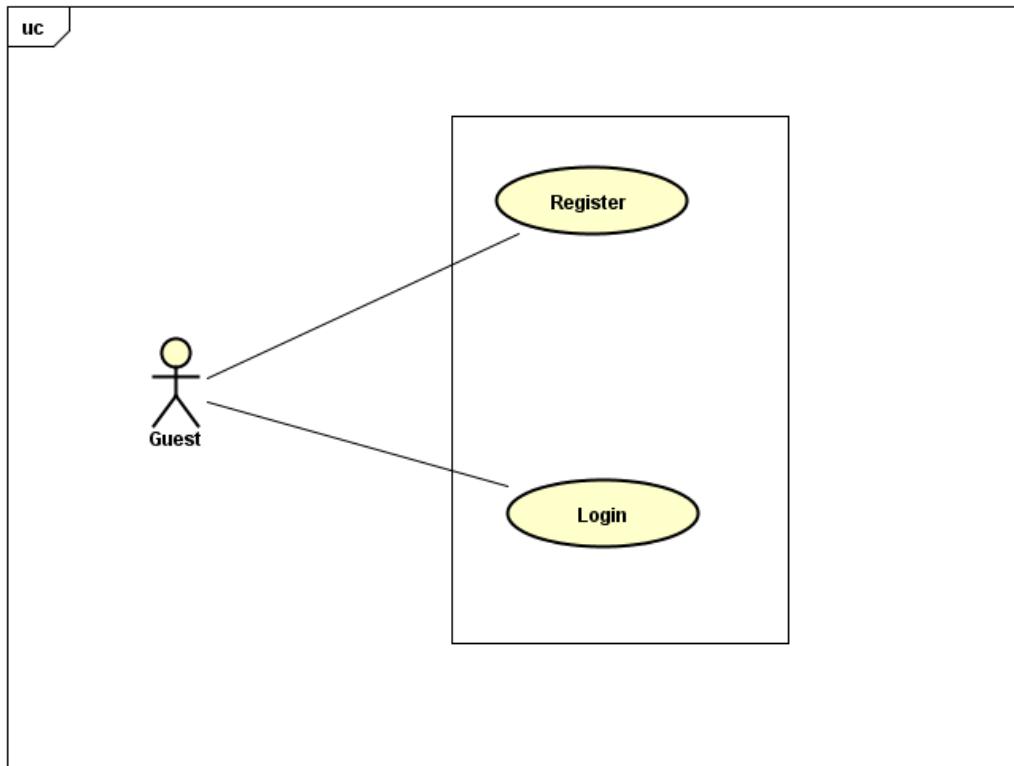


Figure 3-1 : UC: Manage account

3.3.3.1.1.1 UC-G-001: Login

Use Case Name	Log In		
Use Case ID	UC-G-001		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Guest		
Description	User to login to Veazy system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • User has a registered account • “Login” hyperlink is active at the right top of menu 		
Trigger	<ul style="list-style-type: none"> • User inputs username and password into textboxes respectively in “Login” page • User clicks “Login” button on “Login” page 		
Post Condition	<ul style="list-style-type: none"> • Login successfully and redirect to “Home” page • If exceptions are thrown, the result must match with output of each described exception. 		
Main Success Scenario			
Step	User	System's Response	
1	Click “Login” hyperlink at the right top of menu	Shows “Login” page	
2	Enters username and password	Username and “Password” textbox border changes to green color	
3	Clicks “Login” button	Redirects to “Home” page	
Exception			
At Step	User	System's Response	
2	If “Username” textbox is null	Border of “Username” textbox changes into red Displays the message: “Username required!”	
2	If “Password” textbox is null	Border of “Password” textbox changes into red Displays the message “Password required!”	

3	If user enters the wrong password or username	Displays the message "Incorrect username or password!"
---	---	--

3.3.3.1.1.2 UC-G-002: Register

Use Case Name	Register		
Use Case ID	UC-G-002		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	29/07/2016
Actor	Guest		
Description	User registers new account to log into the system		
Pre-condition	<ul style="list-style-type: none"> • Website is available 		
Trigger	<ul style="list-style-type: none"> • User clicks “Sign up” button on “Home” page • User inputs username, email, password and confirms password • User clicks “Register” button on “Register” page 		
Post Condition	<ul style="list-style-type: none"> • Register successfully and redirect to “Register Success” page • If exceptions are thrown, the result must match with output of each described exception. 		

Main Success Scenario

Step	User	System's Response
1	Clicks “Sign up” button on “Home” page	Shows “Register” page
2	Inputs username, email, password and password confirmation	
3	Clicks “Register” button	Redirects to “Register Success” page

Alternative Scenario

At Step	User	System's Response
Exception		
At Step	User	System's Response
2	If “Username” textbox is null	Border of “Username” textbox changes to red color.

		Displays the message: “Username required!”
2	If “Email” textbox is null	Border of “Email” textbox changes to red color. Displays the message: “Email required!”
2	If “Password” textbox is null	Border of “Password” textbox changes to red color Displays the message: “Password required!”
2	If user inputs username that is less than 6 characters	Border of “Username” textbox changes to red color Displays the message: “Username must be at least 6 characters long!”
2	If user inputs username that is more than 30 characters	Border of “Username” textbox changes to red color Displays the message: “Username must be no more than 30 characters long!”
2	If user inputs invalid email	Border of “Email” textbox changes to red color Displays the message: “Invalid email!”
2	If user inputs password that is less than 6 characters	Border of “Password” textbox changes to red color Displays the message: “Password must be at least 6 characters long!”
2	If user inputs password that is more than 32 characters	Border of “Password” textbox changes to red color Displays the message: “Password must be no more than 32 characters long!”
2	If the confirmed password is not the same with password	Border of “Confirm Password” textbox changes to red color Displays the message: “Password does not matched!”

3.3.3.1.2 Learning

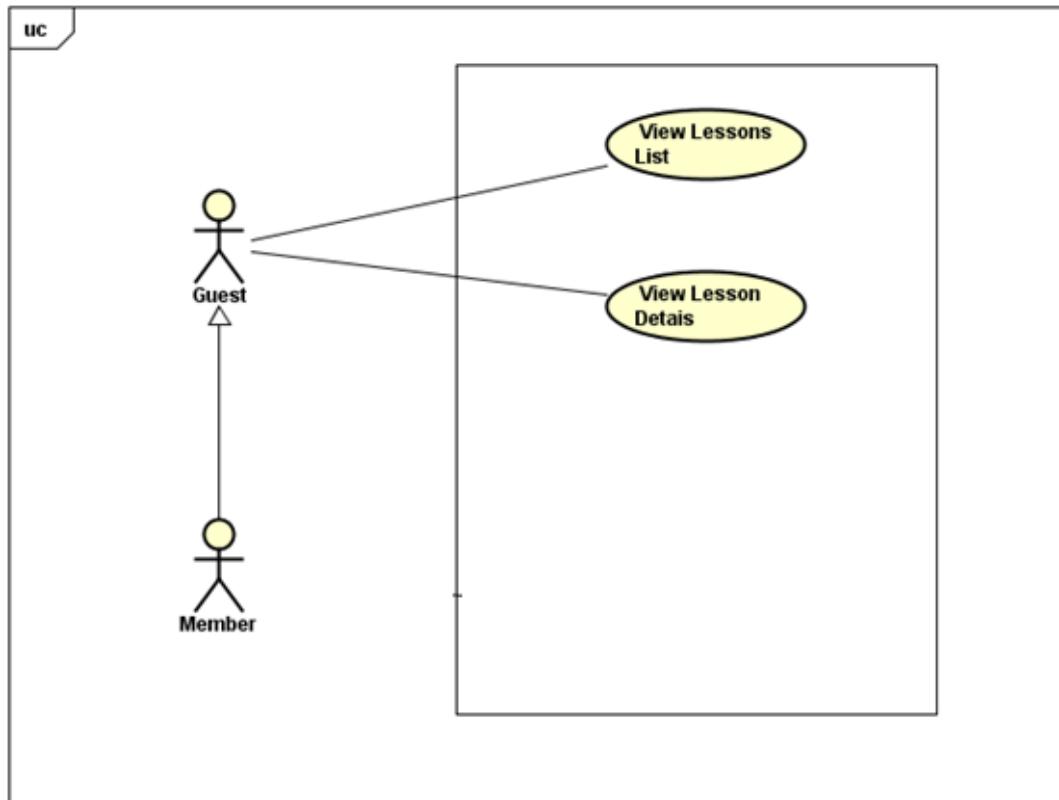


Figure 3-2 : UC: Learning

3.3.3.1.2.1 UC-G-003: View Lessons List

Use Case Name	View Lessons List		
Use Case ID	UC-G-003		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Guest, Member		
Description	User views list lessons of courses		
Pre-condition	<ul style="list-style-type: none"> • Website is available • “Courses” hyperlink is active in top menu • Course level hyperlink in dropdown list is active 		
Trigger	User clicks “Course” link on top menu then clicks the hyperlink of the course level that user wants to choose in dropdown list		
Post Condition	System redirects to “Course” pagewhich displays lesson list in selected course level		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Course” link on top menu	Shows level dropdown list	
2	Clicks a course level hyperlink in dropdown list	Redirect to “Courses” page and displays lesson list in the selected course	

3.3.3.1.2.2 UC-G-004: View Lesson Details

Use Case Name	View Lesson Details		
Use Case ID	UC-G-004		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Guest, Member		
Description	User views the content of the selected lesson		
Pre-condition	Website is available		
Trigger	User clicks “Study” button that belongs to the lesson user wants to study on “Course” page		
Post Condition	System redirects to “Lesson” pagewhich displays the content of the selected lesson		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Study” button of a lesson on “Course” page	Redirects to “Lesson” page and displays lesson content	

3.3.3.1.3 Testing

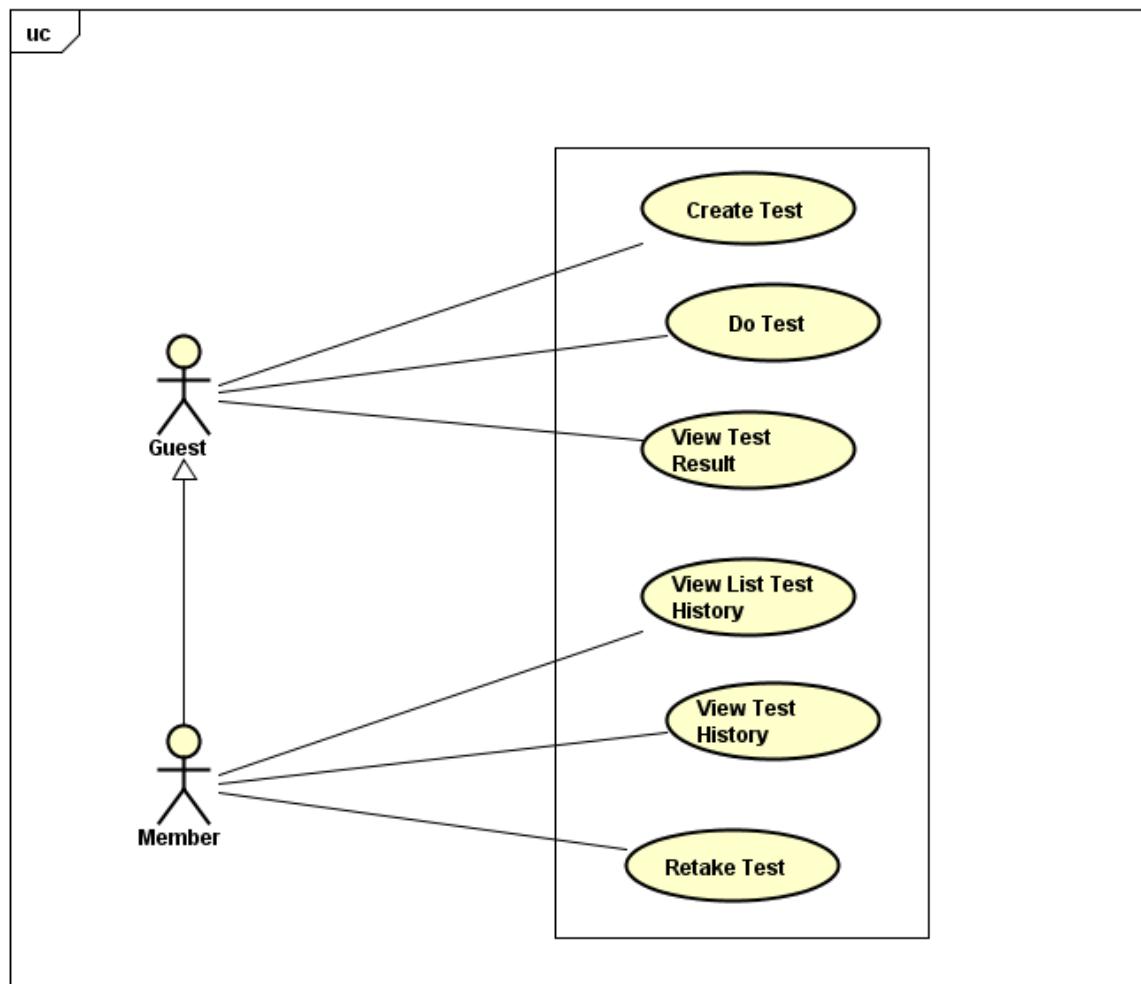


Figure 3-3 UC: Testing

3.3.3.1.3.1 UC-G-005: Create Test

Use Case Name	Create Test		
Use Case ID	UC-G-005		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	14/08/2016
Actor	Guest, Member		
Description	User setups to create a new test		
Pre-condition	Website is available		
Trigger	<ul style="list-style-type: none"> ● User clicks “Test” link at top menu ● User clicks “Level” dropdown list to select difficulty level ● User clicks “Test skill” dropdown list to select the skill that user wants to test ● User clicks the upward/downward arrow of “Number of question” spin box to increase/decrease the number of questions in test ● User clicks “Create” button on “Test” page 		
Post Condition	<ul style="list-style-type: none"> ● System redirects to “Test” page and displays test content which contains the questions in accordance with user’s setup ● If exceptions are thrown, the result must match with output of each described exception. 		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Test” link at top menu	Redirects to “Test” page	
2	Clicks “Level” dropdown list to select difficulty level		
3	Clicks “Test skill” dropdown list to select test skill		
4	Clicks the upward/downward arrow of “Number of question”	The number of questions goes up/down	
5	Clicks “Create” button on “Test” page	System shows test content	
Exception			
At step	User	System's response	
5	If there is no questions that can be generated in accordance with user’s selected level, skill	Displays the message: “No question of this level & skill are added yet!”	

3.3.3.1.3.2 UC-G-006: Do Test

Use Case Name	Do Test		
Use Case ID	UC-G-006		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	19/07/2016
Actor	Guest, Member		
Description	User do test		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Done UC-G-005 successfully 		
Trigger	<ul style="list-style-type: none"> ● User clicks the checkbox of the answer that user think is the right answer of a question. 		
Main Success Scenario			
Step	User	System's Response	
1	User clicks the checkbox of answers of questions	The checkbox value changes to “true/false” value, indicating the answer(s) selected by user	

3.3.3.1.3.3 UC-G-007: View Test Result

Use Case Name	View Exam Result		
Use Case ID	UC-G-007		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	19/07/2016
Actor	Guest, Member		
Description	User submit test and views result		
Pre-condition	<ul style="list-style-type: none"> ● Website is available 		
Trigger	<ul style="list-style-type: none"> ● User clicks “Check Answer” button at bottom test content on “Taking Test” page to submit the test. ● User can also wait for time duration to run out so that the test is automatically submitted. 		

Post Condition	System redirects to “Test Result” page which displays test result	
Main Success Scenario		
Step	User	System’s Response
1	Clicks “Check Answer” button	Redirects to “Test Result” page and displays test result

3.3.3.1.4 Change Interface Language

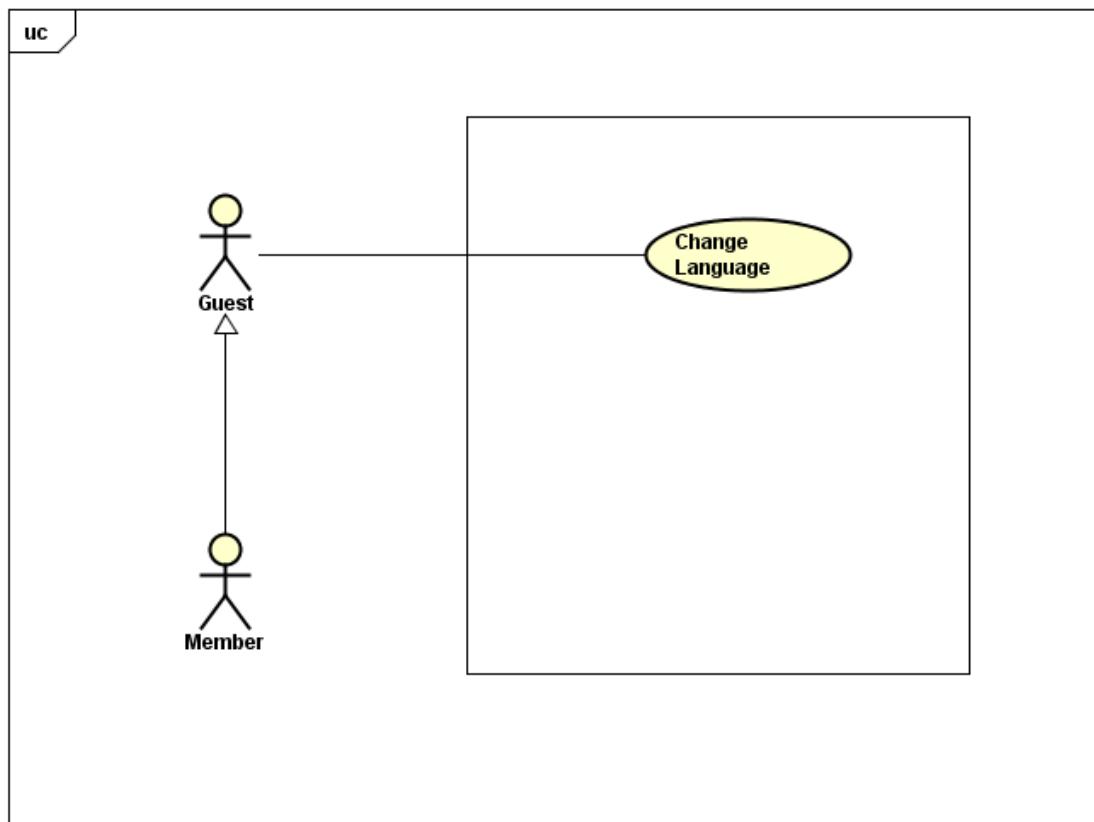


Figure 3-4: UC: Change Interface Language

UC-G-008: Change Language

Use Case Name	Change Language		
Use Case ID	UC-G-008		
Created By	ThangPD	Last Updated By	ThangPD
Date Created	27/07/2016	Date Last Updated	05/08/2016
Actor	Member		
Description	User changes language of website		
Pre-condition	Website is available		
Trigger	User clicks “Veazy” logo at the top of menu of the webpage		
Post Condition	System changes language of website to Japanese (if current language is English) or English (if current language is Japanese)		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Veazy” logo	System changes language of website to Japanese/English	

3.3.3.2 Member

3.3.3.2.1 Manage Account

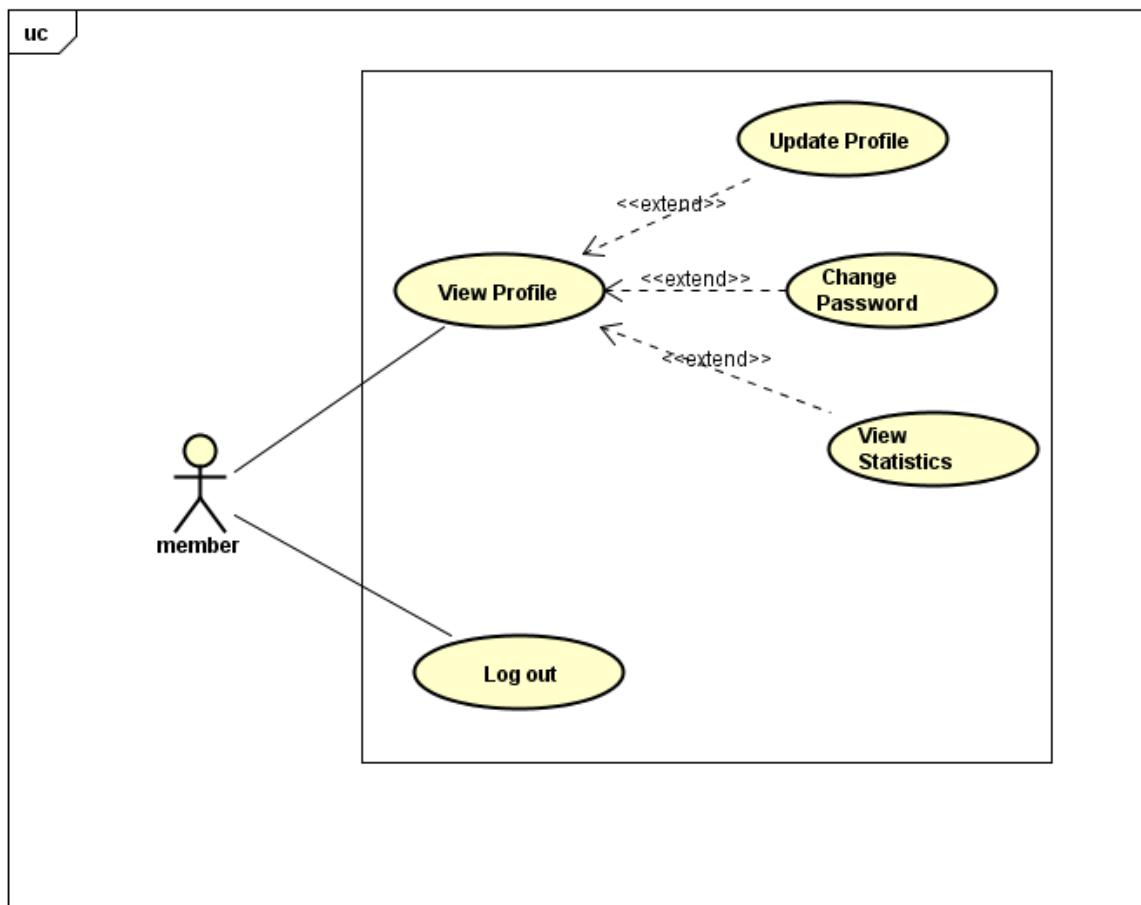


Figure 3-5. UC Manage Account

3.3.3.2.1.1 UC-M-001: View Profile

Use Case Name	View Profile		
Use Case ID	UC-M-001		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User views profile information		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system 		
Trigger	User clicks username hyperlink at the right corner of top menu of website		
Post Condition	System redirects to “User Profile” page		
Main Success Scenario			
Step	User	System's Response	
1	User clicks username hyperlink at the right corner of top menu	Redirects to “User Profile” page	

3.3.3.2.1.2 UC-M-002: Update Profile

Use Case Name	Update Profile		
Use Case ID	UC-M-002		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User edits information of their own profile		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system • Done UC-M-001 successfully 		
Trigger	<ul style="list-style-type: none"> • User clicks “Update Profile” in “Actions” dropdown list • User inputs information (including first name, last name, birthday, address, hobbies, about me, favorite quote, website) 		

	<ul style="list-style-type: none"> User clicks “Save” button at the bottom of “Update Profile Information” popup 	
Post Condition	<ul style="list-style-type: none"> System closes dialog, reloads “User Profile” page and show update successfully If exceptions are thrown, the result must match with output of each described exception. 	
Main Success Scenario		
Step	User	System’s Response
1	Clicks “Update Profile” in “Actions” dropdown list	Shows “Update Profile Information” popup
2	Inputs first name, last name, birthday, address, hobbies, about me, favorite quote, website in respective textbox	
3	Click “Save” button.	Updated information of user, then closes popup and reloads “User Profile” page
Alternative Scenario		
At step	User	System’s Response
3	Clicks “Cancel” button	Cancels editing profile action and closes “Update Profile Information” popup
Exception		
At Step	User	System’s Response
2	If any of those textbox is null	System skips and does not update the information of the textbox

3.3.3.2.1.3 UC-M-003: Change Password

Use Case Name	Change Password		
Use Case ID	UC-M-003		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User changes their password		

Pre-condition	<ul style="list-style-type: none"> Website is available Member logged in the system Done UC-M-001 successfully 	
Trigger	<ul style="list-style-type: none"> User click “Change Password” in “Actions” dropdown list User inputs current password, new password and re-type new password User clicks “Change” button at the bottom of “Change Password” popup 	
Post Condition	<ul style="list-style-type: none"> System stays on initial screen and password is changed successfully. If exceptions are thrown, the result must match with output of each described exception. 	
Main Success Scenario		
Step	User	System's Response
1	Clicks “Change Password” in “Actions” dropdown list.	Shows “Change password” popup
2	Inputs current password, new password and password confirmation	
3	Clicks “Change” button.	Changes password successfully and closes popup
Alternative Scenario		
At Step	User	System's Response
3	Clicks “Cancel” button	Cancels changing password action and closes “Change Password” popup
Exception		
At Step	User	System's Response
2	If “Current Password” textbox is null	Displays the message: “Password required!”
2	If “New Password” textbox is null	Displays the message: “Password required!”
2	If new password and re-typed password is not the same	Displays the message: “Password does not match”
2	If user inputs new password that is less than 6 characters	Displays the message: “Password must be at least 6 characters long!”
2	If user inputs new password that is more than 32 characters	Displays the message: “Password must be no more than 32 characters long!”
2	If current password is incorrect	Displays the message: “Incorrect password!”

3.3.3.2.1.4 UC-M-005: View Statistics

Use Case Name	View Statistics		
Use Case ID	UC-M-005		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User views statistics assessed based on their test marks		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system • Done UC-M-001 successfully 		
Trigger	User clicks “Statistics” hyperlink on “User Profile” page		
Post Condition	System shows statistics successfully		
Main Success Scenario			
Step	User	System's Response	
1	Click “Statistics” button in “User Profile” page	System displays 3 types of statistics: radar chart of level, line chart of 10 recently taken tests and bar chart of skills.	

3.3.3.2.1.5 UC-M-006: Logout

Use Case Name	Logout		
Use Case ID	UC-M-006		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Member		
Description	User logs out of Veazy system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system 		
Trigger	User clicks username hyperlink at the right top of menu then clicks “Logout” hyperlink in dropdown list		
Post Condition	Redirect to “Login” page and signs user out successfully		
Main Success Scenario			
Step	User	System's Response	
1	Clicks username hyperlink at the right top of menu	Shows dropdown list	
2	Clicks “Logout” hyperlink in dropdown list	Signs user out, then redirects to “Login” page	

3.3.3.2.2 Report Content

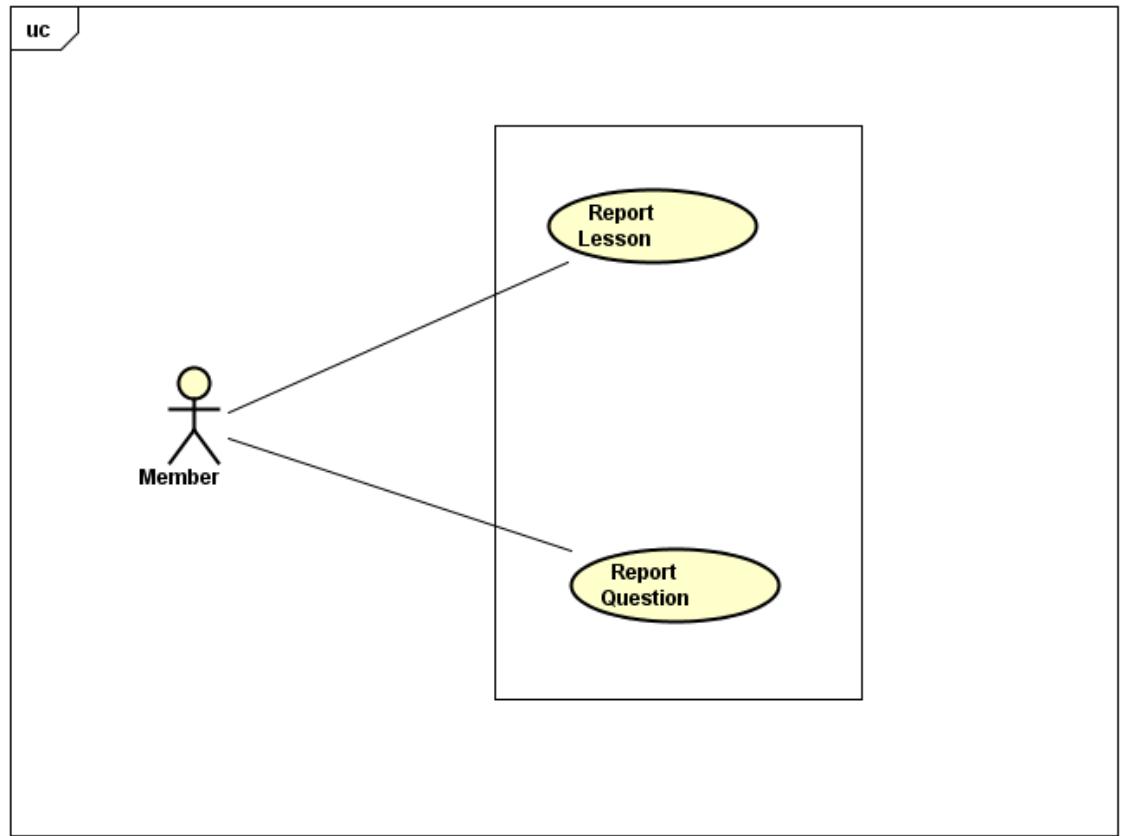


Figure 3-6. UC Report Content

3.3.3.2.2.1 UC-M-007: Report Lesson

Use Case Name	Report Lesson		
Use Case ID	UC-M-007		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	14/08/2016
Actor	Member		
Description	User sends reports about wrong content of lesson to Content Editor		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system • Done UC-G-004 successfully 		
Trigger	User clicks “Report” hyperlink on “Lesson” page		
Post Condition	System sends the report to Content Editor for review purpose		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Report” hyperlink on “Lesson” page	Shows “Report Lesson” popup	
2	Inputs content of report (i.e, the reason why user reports the lesson)		
2	Clicks ”Report” button on “Report Lesson” popup	Sends report to Content Editorfor review, then and displays the message “Your report has been submitted for review. Thank you for your contribution.”	
Alternative Scenario			
At Step	User	System's Response	
1	Clicks “Cancel” button on “Report lesson” popup	Cancels reporting lesson and closes the popup	

3.3.3.2.2.2 UC-M-008: Report Question

Use Case Name	Report Question		
Use Case ID	UC-M-008		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User sends reports about wrong content of question to Content Editor		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system • Done UC-G-006 successfully 		
Trigger	User clicks “Report” button at the right side of the question that user wants to report on “Test Result” page		
Post Condition	System sends the report to Content Editor for review purpose		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Report” button at the right of question	Shows “Report question” popup	
2	Inputs content of report (i.e, the reason why user reports the question)		
3	Clicks ”Report” button in “Report question” popup	Sends the report to Content Editor for review, then displays the message “Your report has been submitted for review. Thank you for your contribution.”	
Alternative Scenario			
At Step	User	System's Response	
3	Clicks “Cancel” button on “Report question” popup	Cancels reporting question and closes the popup	

3.3.3.2.3 Test History

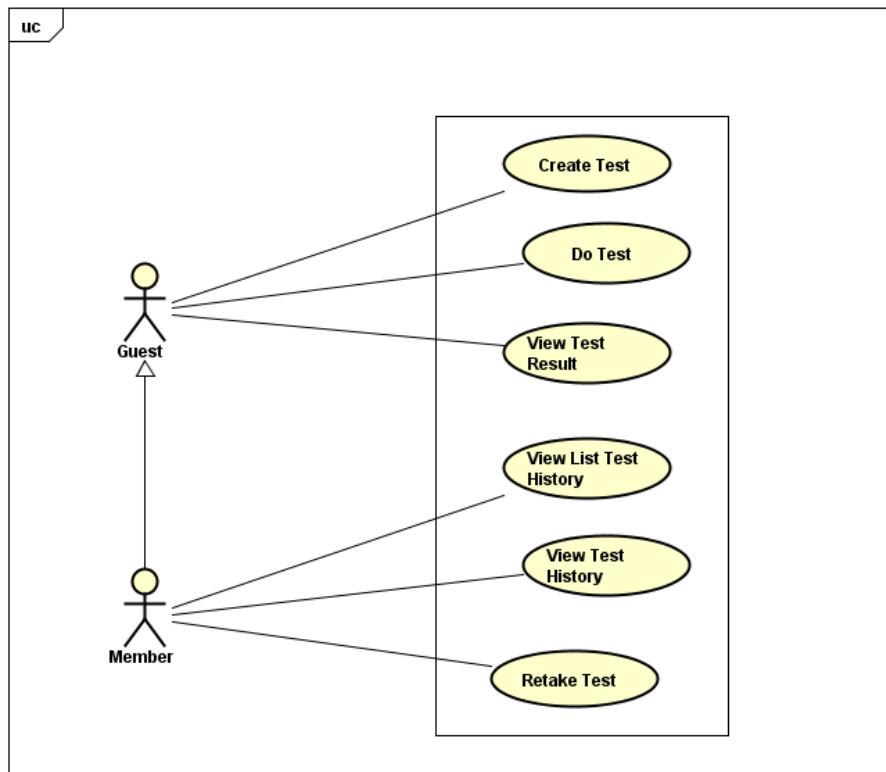


Figure 3-7. UC Test History

3.3.3.2.3.1 UC-M-009: View List Test History

Use Case Name	View List Test History		
Use Case ID	UC-M-009		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	20/07/2016
Actor	Member		
Description	User views list of their taken test (aka test history)		
Pre-condition	<ul style="list-style-type: none"> Website is available Member logged in the system 		
Trigger	User clicks “Test History” tab on “User Profile” page		
Post Condition	Shows list test history in “Test History” tab		
Main Success Scenario			
Step	User	System's Response	

1	Clicks “Test History” tab on “User profile” page	Shows a lists of taken test records and their details including skill of test, course level, time allowed & time taken, result.
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3.3.3.2.3.2 UC-M-010: View Test History

Use Case Name	View Test History		
Use Case ID	UC-M-010		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	29/07/2016
Actor	Member		
Description	User views the details of taken tests including all questions, answers (both true answers and their selected answers) as well as the test result		
Pre-condition	<ul style="list-style-type: none"> Website is available Member logged in the system Done UC-M-009 successfully 		
Trigger	User clicks “See result” in “Actions” dropdown list in user profile page		
Post Condition	System redirects to “Test Result” page		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “See result” in “Actions” dropdown list in user profile page	Shows “Test Details” page	

3.3.3.2.3.3 UC-M-011: Retake Test

Use Case Name	Retake Test		
Use Case ID	UC-M-011		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	28/07/2016
Actor	Member		
Description	User takes the tests (in their test history list) one more time		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Member logged in the system • Done UC-M-009 successfully 		
Trigger	User clicks “Retake this test” in “Actions” dropdown list on “User Profile” page		
Post Condition	System redirects to “Taking Test” page		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Actions” hyperlink on the top right corner of the test record	Displays dropdown list	
2	Clicks “Retake this test” hyperlink	Replicates the tests and redirects to “Taking Test” page	
Alternative Scenario			
At Step	User	System's Response	
2	Click “Cancel” button		
Exception			
At Step	User	System's Response	

3.3.3.3 Content Editor

3.3.3.3.1 Manage Account

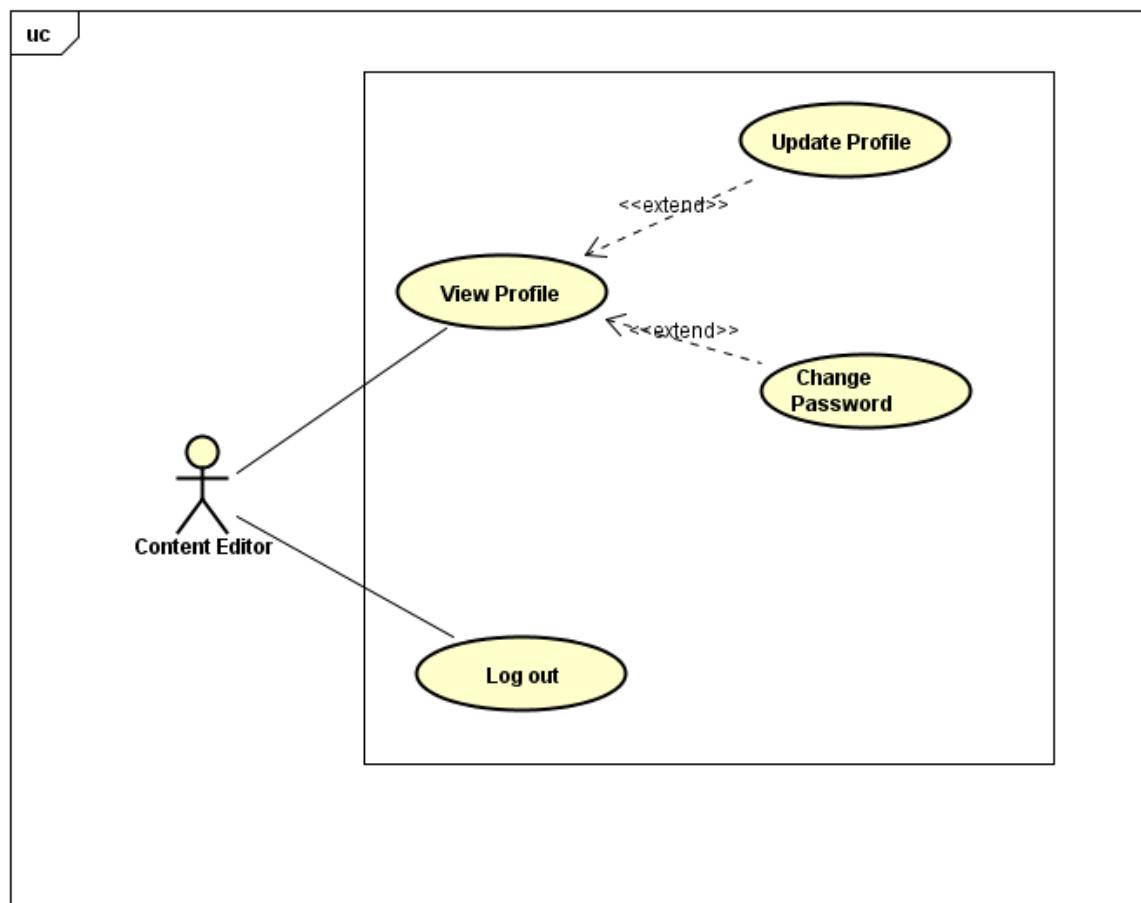


Figure 3-8. UC Manage Account

3.3.3.3.1.1 UC-E-001: View Profile

Use Case Name	View Profile		
Use Case ID	UC-E-001		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	29/07/2016
Actor	Content Editor		
Description	User views their profile		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system 		
Trigger	User clicks username hyperlink at right-sided editor menu		

Post Condition	System redirects to “Editor Profile” page	
Main Success Scenario		
Step	User	System's Response
1	Clicks username hyperlink at the right of avatar	Redirects to “Editor Profile” page

3.3.3.3.1.2 UC-E-002: Update Profile

Use Case Name	Update Profile		
Use Case ID	UC-E-002		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	29/07/2016
Actor	Content Editor		
Description	User edits information of their own profile		
Pre-condition	<ul style="list-style-type: none"> Website is available Content editor logged in the system 		
Trigger	<ul style="list-style-type: none"> User clicks “Update Profile” in “Actions” dropdown list User inputs information (including first name, last name, birthday, address, hobbies, about me, favorite quote, website) User clicks “Save” button at the bottom of “Update Profile Information” popup 		
Post Condition	<ul style="list-style-type: none"> System closes the dialog, reloads “Editor Profile” page and shows update successfully If exceptions are thrown, the result must match with output of each described exception. 		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Update Profile” in “Actions” dropdown list	Shows “Update Profile Information” popup	
2	Inputs first name, last name, birthday, address, hobbies, about me, favorite quote, website in respective textbox		
3	Clicks “Save” button	Updates profile successfully, closes dialog and reload “Editor Profile” page	
Alternative Scenario			

At Step	User	System's Response
3	Clicks “Cancel” button.	Cancels editing profile action and closes “Update Profile Information” popup
Exception		
At Step	User	System's Response
2	If any of those textbox is null	System skips and does not update the information of the textbox

3.3.3.3.1.3 UC-E-003: Change Password

Use Case Name	Change Password		
Use Case ID	UC-E-003		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Content Editor		
Description	User changes their password		
Pre-condition	<ul style="list-style-type: none"> Website is available Content Editor logged in the system Done UC-E-001 successfully 		
Trigger	User clicks “Change password” hyperlink in “Actions” dropdown list on “Editor Profile” page		
Post Condition	<ul style="list-style-type: none"> User click “Change Password” in “Actions” dropdown list User inputs current password, new password and re-type new password User clicks “Change” button at the bottom of “Change Password” popup 		

Main Success Scenario

Step	User	System's Response
1	Clicks “Change Password” in “Actions” dropdown list.	Show “Change Password” popup
2	Inputs current password, new password and password confirmation	
3	Click “Save” button.	Changes password successfully and closes popup

Alternative Scenario		
At Step	User	System's Response
1	Clicks “Cancel” button.	Cancels changing password action and closes “Change Password” popup
Exception		
At Step	User	System's Response
2	If “Current Password” textbox is null	Displays the message: “Password required!”
2	If “New Password” textbox is null	Displays the message: “Password required!”
2	If new password and re-typed password is not the same	Displays the message: “Password does not match”
2	If user inputs new password that is less than 6 characters	Displays the message: “Password must be at least 6 characters long!”
2	If user inputs new password that is more than 32 characters	Displays the message: “Password must be no more than 32 characters long!”
2	If current password is incorrect	Displays the message: “Incorrect password!”

3.3.3.3.1.4 UC-E-004: Logout

Use Case Name	Logout		
Use Case ID	UC-E-004		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Content Editor		
Description	User logouts of the Veazy system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system 		
Trigger	User clicks “Logout” hyperlink at right-sided editor menu		
Post Condition	Signs user out successfully and redirects to “Login” page		
Main Success Scenario			

Step	User	System's Response
1	Click “Logout” hyperlink	System redirects to “Login” page

3.3.3.3.2 Change Interface Language

3.3.3.3.2.1 UC-E-005: Change Language

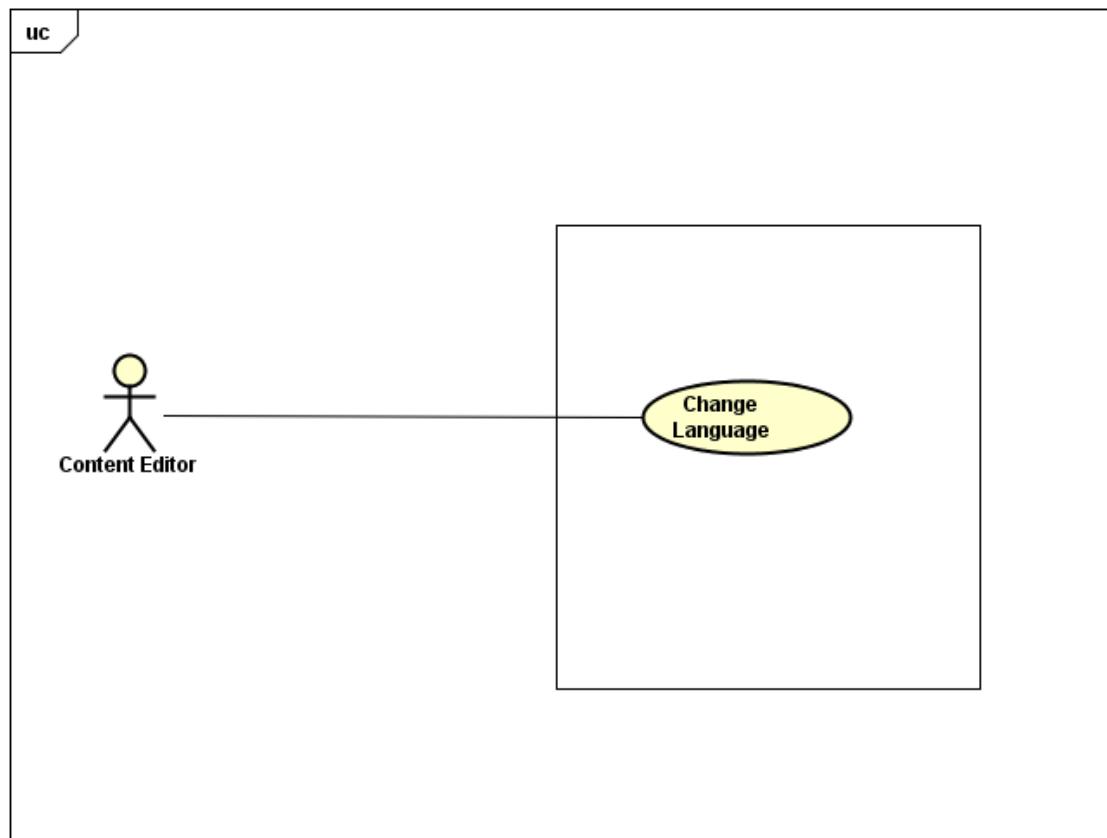


Figure 3-9. UC Change language

Use Case Name	Change Language		
Use Case ID	UC-E-005		
Created By	ThangPD	Last Updated By	ThangPD
Date Created	27/07/2016	Date Last Updated	05/08/2016
Actor	Content Editor		
Description	User changes language of website		
Pre-condition	Website is available		
Trigger	User clicks “Change Language To Japanese/English” hyperlink at right-sided editor menu		
Post Condition	System changes language of website to English/Japanese		
Main Success Scenario			

Step	User	System's Response
1	Click “Change Language to English/Japanese” hyperlink	System changes language of website to English/Japanese

3.3.3.3 Manage Lessons

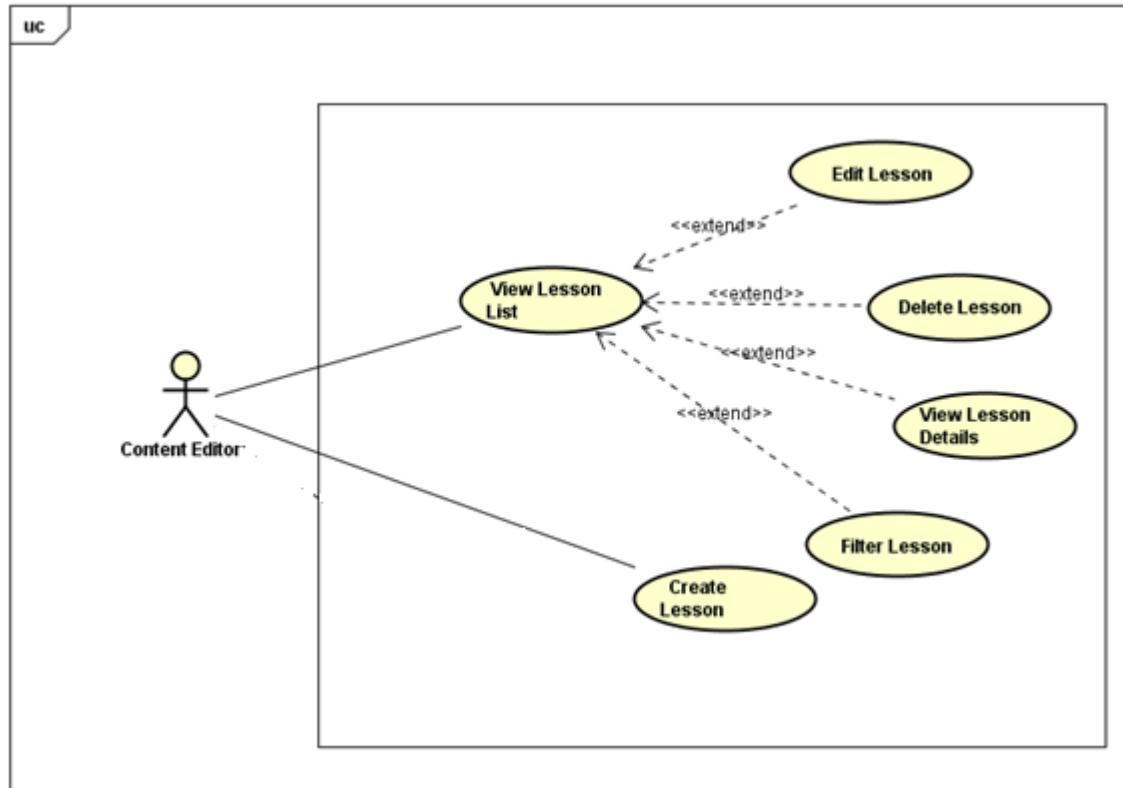


Figure 3-10. UC Manage Lessons

3.3.3.3.1 UC-E-006: View Lesson List

Use Case Name	View Lesson List		
Use Case ID	UC-E-006		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	05/08/2016
Actor	Content Editor		
Description	User views list lessons of courses		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system 		
Trigger	User clicks “Lessons” hyperlink at right-sided editor menu, then clicks “Lesson List” hyperlink		

Post Condition	System redirects to “Lesson List” page	
Main Success Scenario		
Step	User	System's Response
1	Clicks “Lessons” hyperlink	Shows “Lesson List”hyperlink and “Add Lesson ” hyperlink
2	Clicks “Lesson List” hyperlink	Redirect to “Lesson List” page

3.3.3.3.3.2 UC-E-007:Filter lesson

Use Case Name	Search Lesson		
Use Case ID	UC-E-007		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	03/08/2016
Actor	Content Editor		
Description	User searches lessons in lesson list page		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		
Trigger	<ul style="list-style-type: none"> ● User chooses lesson level in “Level” dropdown list ● User type a keyword in “Keyword” textbox ● User clicks “Filter” button in lesson list page 		
Post Condition	Searches lessons successfully. System filters all lessons of the selected level and contains the keyword, then displays results		
Main Success Scenario			
Step	User	System's Response	
1	Choose lesson level in “Level” dropdown list		
2	Inputs keyword in “Keyword” textbox		
3	Clicks “Filter” button	System filters and displays result	

3.3.3.3.3.3 UC-E-008: View Lesson Details

Use Case Name	View Lesson Details		
Use Case ID	UC-E-008		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	05/08/2016
Actor	Content Editor		
Description	User views lesson details		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		
Trigger	User clicks title name of the lessons in table that users want to view its detail		
Post Condition	System redirects to “Lesson Detail” page		
Main Success Scenario			
Step	User	System's Response	
1	Click title name link	Redirect to “Lesson Detail”page	

3.3.3.3.4 UC-E-009: Create Lesson

Use Case Name	Create Lesson		
Use Case ID	UC-E-009		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Content Editor		
Description	User creates new lesson		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		
Trigger	User clicks “Lessons”hyperlink at right-sided editor menu, then clicks “Add Lesson” hyperlink		
Post Condition	<ul style="list-style-type: none"> ● System redirects to “Add Lesson” page ● If exceptions are thrown, the result must match with output of each described exception. 		

Main Success Scenario		
Step	User	System's Response
1	Clicks “Lessons” link	Shows “Lesson List” hyperlink and “Add Lesson ” hyperlink
2	Clicks “Add Lesson” hyperlink	Redirects to “Add Lesson” page
3	Inputs content of lesson for each section including vocabulary, grammar, conversation, listening, practice and reading	
4	Clicks “Create” button	Creates new lesson successfully and redirects to “Lesson Detail” page
Exception		
At Step	User	System's Response
3	If “Title” textbox is null	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”
3	If “Description” textbox is null	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”
3	If any section of lesson is null or left blank	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”

3.3.3.3.3.5 UC-E-010: Edit Lesson

Use Case Name	Edit Lesson		
Use Case ID	UC-E-010		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Content Editor		
Description	User edits content of a lesson		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		
Trigger	User clicks “Edit” button of the lesson in table that user wants to edit		
Post Condition	<ul style="list-style-type: none"> ● System edits successfully and redirects to “Lesson Detail” page ● If exceptions are thrown, the result must match with output of each described exception. 		

Main Success Scenario

Step	User	System's Response
1	Clicks “Edit” button	Redirects to “Edit lesson” page
2	Inputs content of lesson for each section including vocabulary, grammar, conversation, listening, practice and reading	
3	Click “Update” button	Updates successfully and redirect to “Lesson Detail” page. The version of lesson automatically goes up

Alternative Scenario

At Step	User	System's Response
3	Clicks “Save draft” button	System saves the draft version of lesson so that the next time user edits the lesson, the draft version can be re-created. The lesson does not make any changes in content.
3	Clicks “Back to Detail” button	System redirects to “Lesson Detail” page

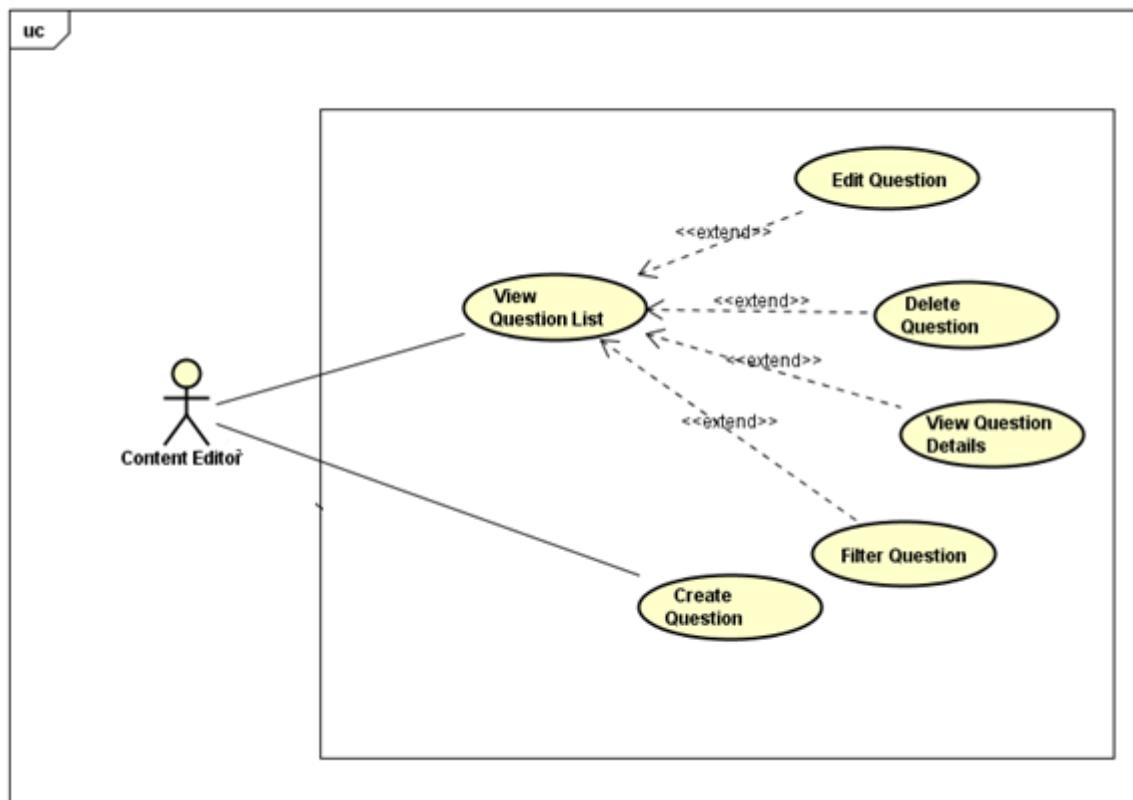
Exception		
At Step	User	System's Response
3	If “Title” textbox is null	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”
3	If “Description” textbox is null	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”
3	If any section of lesson is null or left blank	Displays the message: “Failed to create new lesson! Please make sure you do not leave any section content & lesson information blank.”

3.3.3.3.6 UC-E-011: Delete Lesson

Use Case Name	Delete Lesson		
Use Case ID	UC-E-011		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Content Editor		
Description	User deletes lesson		
Pre-condition	<ul style="list-style-type: none"> Website is available Content editor logged in the system 		
Trigger	User clicks “Delete” of the lesson in table that user wants to delete, then clicks “Delete” button in “Delete Lesson” popup		
Post Condition	Delete lesson successfully and system redirects to “Lesson list” page		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Delete” button	Shows “Delete Lesson” popup	

2	Clicks “Delete” button	Deletes lesson and closes popup, then reload “Lesson List” page
Alternative Scenario		
At Step	User	System's Response
1	Clicks “Cancel” button in “Delete Lesson” popup	Cancels action of deleting system and closes popup
Exception		
At Step	User	System's Response

3.3.3.3.4 Manage Questions



3.3.3.3.4.1 UC-E-012: View Question List

Use Case Name	View Question List		
Use Case ID	UC-E-012		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	05/08/2016
Actor	Content Editor		
Description	User views list questions		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system 		
Trigger	User clicks “Questions” hyperlink at right-sided bar on dashboard, then clicks “Questions List” hyperlink		
Post Condition	View questions list successfully and system redirects to “Questions List” page		
Main Success Scenario			
Step	User	System's Response	

1	Clicks “Questions” hyperlink at right-sided editor menu	Shows “Question List” hyperlink and “Add Question” Hyperlink
2	Clicks “Question List” hyperlink	Redirects to “Question List” page

3.3.3.3.4.2 UC-E-013: Filter question

Use Case Name	Search Question		
Use Case ID	UC-E-013		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	04/08/2016
Actor	Content Editor		
Description	User searches question		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		
Trigger	<ul style="list-style-type: none"> ● User chooses question type in “Type” dropdown list on “Question List” page ● User chooses question level in “Level” dropdown list on “Question List” page ● User chooses question skill in “Skill” dropdown list on “Question List” page ● User inputs a keyword in “Keyword” textbox ● User clicks “Filter” button in question list page 		
Post Condition	Search questions successfully and system filters all questions of the selected combination of type, level, skill and contains the keyword, then displays results		

Main Success Scenario

Step	User	System's Response
1	User chooses question type in “Type” dropdown list	
2	User chooses question level in “Level” dropdown list	
3	User chooses question skill in “Skill” dropdown list	
4	User clicks “Filter” button in question list page	System filters and displays result

3.3.3.3.4.3 UC-E-014: View Question Details

Use Case Name	View Question Details		
Use Case ID	UC-E-014		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	19/07/2016
Actor	Content Editor		
Description	User views question details		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system • Done UC-E-014 successfully 		
Trigger	User clicks “Click here to see content” hyperlink of the question in table on “Question List” page		
Post Condition	System redirects to “Question Detail” page		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Click here to see content” hyperlink of a question	Redirect to “Question Detail” page	

3.3.3.3.4.4 UC-E-015: Create Single-typed Question

Use Case Name	Create Single-typed Question		
Use Case ID	UC-E-015		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Content Editor		
Description	User creates a new single-typed question (which includes question content and multiple answers)		
Pre-condition	Website is available Content editor logged in the system		

Trigger	User click “Questions” hyperlink at right-sided editor menu, then click “Add Question” hyperlink	
Post Condition	Creates question successfully and system redirects to “Questions Detail” page If exceptions are thrown, the result must match with output of each described exception.	
Main Success Scenario		
Step	User	System's Response
1	Clicks “Add Question” hyperlink	Redirects to “Add Question” Page
2	Chooses “Single” in “Question Type” dropdown list	
3	Chooses question level in “Level” dropdown list	
4	Chooses question skill in “Test Skill” dropdown list	
5	Inputs question and answer and chooses right answer	
6	Clicks “+” button under answer list	Adds one more answers into answer list of question
7	Adds one more answers into answer list of question	
8	Clicks “X” button at an answer	Removes the answer
9	Clicks “Create” button	Creates question successfully and redirects to “Question Detail” page
Alternative Scenario		
At Step	User	System's Response
4	If user chooses “Listening” in “Test Skill” dropdown list	Displays input that allows user select audio file
Exception		
At Step	User	System's Response
4	If file chosen to upload is not “.mp3” type	Displays the message: “This is not valid audio file. Only .mp3 type is allowed!”

5	If “Question” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
5	If “Answer” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
5	If user does not choose at least 1 right answer	Displays the message: “There must be at least one right answer in each question!”

3.3.3.3.4.5 UC-E-016: Create Group-typed Question

Use Case Name	Create Group-typed Question		
Use Case ID	UC-E-016		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Content Editor		
Description	User creates new group-typed question (which include a section of reading paragraph and multiple questions)		
Pre-condition	Website is available Content editor logged in the system		
Trigger	User click “Questions” hyperlink at right-sided editor menu, then click “Add Question” hyperlink		
Post Condition	Creates question successfully and system redirects to “Questions Detail” page If exceptions are thrown, the result must match with output of each described exception.		

Main Success Scenario

Step	User	System's Response
1	Clicks “Add Question” hyperlink	Redirects to “Add Question” Page
2	Chooses “Group” in “Question Type” dropdown list	
3	Chooses question level in “Level” dropdown list	Show level dropdown list

4	Input reading paragraph in “Content” editor	
5	Inputs question and answer and choose right answer	
6	Clicks “+” button under answer list	Adds one more answers into the question’s answer list of question
7	Clicks “+” button under question label	Adds one more single question into question list
8	Clicks “X” button under answer list	Removes the answer from the answer list of the question
9	Clicks “X” button under question label	Remove the question from question list
10	Clicks time icon to select time allowed	
11	Clicks “Create” button	Creates question successfully and redirects to “Question Detail” page
Exception		
At Step	User	System's Response
4	If “Content” section is null or left blank	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
5	If “Question” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
5	If “Answer” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
5	If user does not choose at least 1 right answer in each question	Displays the message: “There must be at least one right answer in each question!”

3.3.3.3.4.6 UC-E-017: Edit Question Single

Use Case Name	Edit Question Single		
Use Case ID	UC-E-017		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	03/08/2016
Actor	Content Editor		
Description	User edits the content of a single-typed question		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system • Done UC-E-014 successfully 		
Trigger	User clicks “Edit” button of a question in table on “Question List” page		
Post Condition	<ul style="list-style-type: none"> • Edit question successfully and redirect to “Question Detail” page • If exceptions are thrown, the result must match with output of each described exception. 		

Main Success Scenario

Step	User	System's Response
1	Clicks “Edit” button	Redirects to “Edit Question” page
2	Chooses question level in “Level” dropdown list	
3	Chooses question skill in “Test Skill” dropdown list	
4	Inputs question and answer and chooses right answer	
5	Clicks “+” button under answer list	Adds one more answers into answer list of question
6	Adds one more answers into answer list of question	
7	Clicks “X” button at an answer	Removes the answer

8	Clicks “Update” button	Updates question successfully and redirects to “Question Detail” page
Alternative Scenario		
At Step	User	System's Response
4	If user chooses “Listening” in “Test Skill” dropdown list	Displays input that allows user select audio file
8	Clicks “Back to Detail” button	Cancels action of editing question and redirects to “Question Detail” page
Exception		
At Step	User	System's Response
3	If file chosen to upload is not “.mp3” type	Displays the message: “This is not valid audio file. Only .mp3 type is allowed!”
4	If “Question” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
4	If “Answer” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
4	If user does not choose at least 1 right answer	Displays the message: “There must be at least one right answer in each question!”

3.3.3.3.4.7 UC-E-018: Edit Group-typed Question

Use Case Name	Edit Group-typed Question		
Use Case ID	UC-E-018		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	12/08/2016
Actor	Content Editor		
Description	User edits content of a group-typed question		
Pre-condition	<ul style="list-style-type: none"> ● Website is available ● Content editor logged in the system 		

	<ul style="list-style-type: none"> • Done UC-E-014 successfully 	
Trigger	User clicks “Edit” button of a question in table on “Question List” page	
Post Condition	<ul style="list-style-type: none"> • Edit question successfully and redirect to “Question Detail” page • If exceptions are thrown, the result must match with output of each described exception. 	
Main Success Scenario		
Step	User	System's Response
1	Clicks “Edit” button	Redirects to “Edit Question” page
2	Chooses question level in “Level” dropdown list	Show level dropdown list
3	Input reading paragraph in “Content” editor	
4	Inputs question and answer and choose right answer	
5	Clicks “+” button under answer list	Adds one more answers into the question’s answer list of question
6	Clicks “+” button under question label	Adds one more single question into question list
7	Clicks “X” button under answer list	Removes the answer from the answer list of the question
8	Clicks “X” button under question label	Remove the question from question list
9	Clicks time icon to select time allowed	
10	Clicks “Update” button	Edits question successfully and redirects to “Question Detail” page
Alternative Scenario		
At Step	User	System's Response

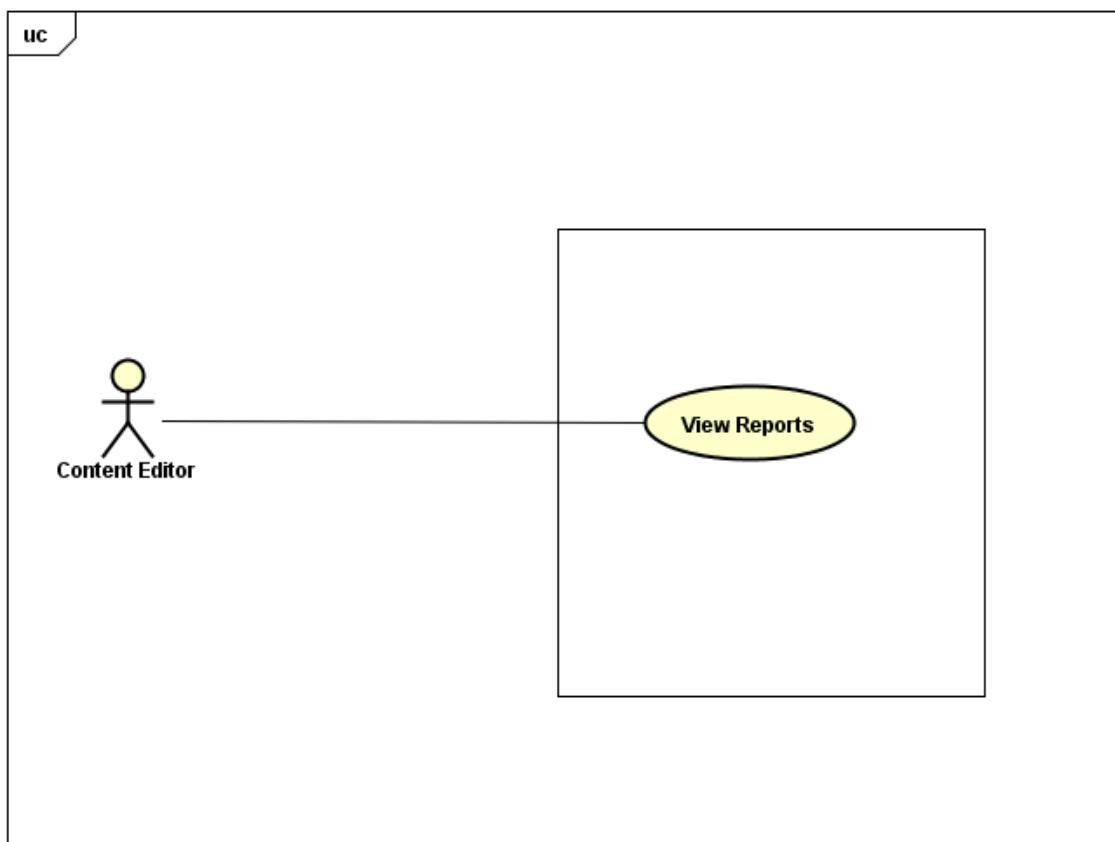
9	Click “Back to Detail” button	Cancel edit question and redirect to question detail page
Exception		
At Step	User	System's Response
3	If “Content” section is null or left blank	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
4	If “Question” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
4	If “Answer” textbox is null	Displays the message: “Failed to create new question! Please make sure you do not leave any question & answer's contents blank.”
4	If user does not choose at least 1 right answer in each question	Displays the message: “There must be at least one right answer in each question!”

3.3.3.3.4.8 UC-E-019: Delete Question

Use Case Name	Delete Lesson		
Use Case ID	UC-E-019		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	05/07/2016	Date Last Updated	05/08/2016
Actor	Content Editor		
Description	User deletes question		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system • Done UC-E-014 successfully 		
Trigger	User clicks “Delete” button of a question in table on “Question List” page		
Post Condition	Delete question successfully and system reloads “Question List” page		
Main Success Scenario			

Step	User	System's Response
1	Clicks “Delete” button on “Question List” page	Shows “Delete Question” popup
2	Clicks “Delete” button in popup	Deletes question and closes popup, reload “Question List” page
Alternative Scenario		
At Step	User	System's Response
1	Clicks “Cancel” button in “Delete Question” popup	Cancels action of deleting system and closes popup
Exception		
At Step	User	System's Response

3.3.3.3.5 Manage Reports



3.3.3.3.5.1 UC-E-020: View Reports

Use Case Name	View Reports		
Use Case ID	UC-E-020		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	25/07/2016
Actor	Content Editor		
Description	User views reports about lesson & question sent from user		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system 		
Trigger	User clicks “Reports” hyperlink at the right-sided editor menu		
Post Condition	Redirects to “Report List” page which displays report list		
Main Success Scenario			
Step	User	System's Response	
1	Click “Reports” hyperlink	Redirects to “Report List” page and display reports list	

3.3.3.3.5.2 UC-E-021: View Reported Lesson

Use Case Name	View Reported Lesson		
Use Case ID	UC-E-021		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	25/07/2016
Actor	Content Editor		
Description	User views the content of the lesson reported by user for review purpose		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system • Done UC-E-020 successfully 		
Trigger	User clicks lesson title hyperlink in a report in table to display the detail of the lesson		
Post Condition	Redirects to “Lesson Detail” page which displays lesson detail		
Main Success Scenario			
Step	User	System's Response	

1	Clicks lesson titlehyperlink	Redirects to “Lesson Detail” page and displays the content of the lesson
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3.3.3.3.5.3 UC-E-021: View Reported Question

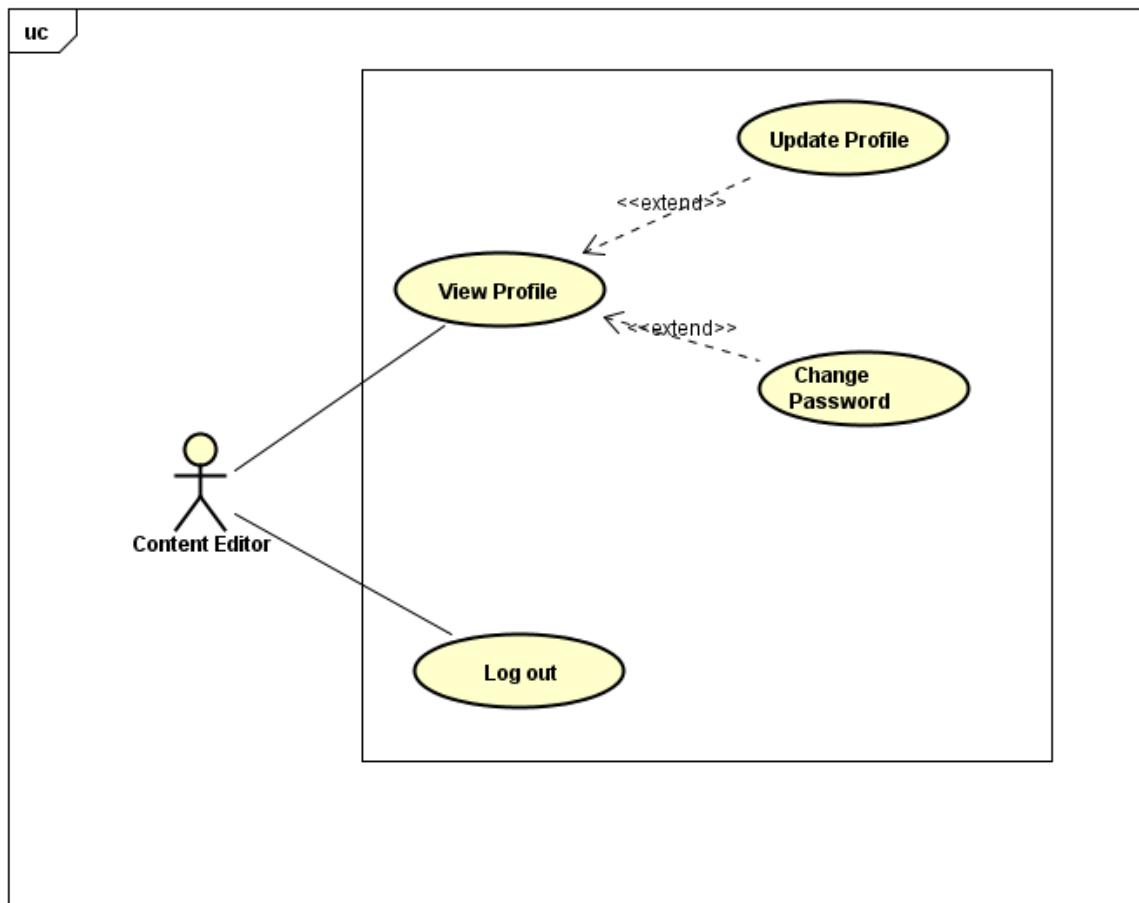
Use Case Name	View Reported Question		
Use Case ID	UC-E-021		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	25/07/2016
Actor	Content Editor		
Description	User views the content of the question reported by user for review purpose		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Content editor logged in the system • Done UC-E-020 successfully 		
Trigger	User clicksquestion ID hyperlink in a report in table to display the detail of the lesson		
Post Condition	Redirects to “Question Detail” page which displays question detail		

Main Success Scenario

Step	User	System's Response
1	Clicks question IDhyperlink	Redirects to “Question Detail” page and displays the content of the question

3.3.3.4 Administrator

3.3.3.4.1 Manage Account



3.3.3.4.1.1 UC-A-001: View Profile

Use Case Name	View Profile		
Use Case ID	UC-A-001		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Administrator		
Description	User views user's profile detail		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Admin logged in the system 		
Trigger	User clicks username hyperlink at right-sided bar of admin dashboard		
Post Condition	System redirects to “Admin Profile” page		
Main Success Scenario			

Step	User	System's Response
1	Clicks username hyperlink at the right of avatar	Redirects to “Admin Profile” page

3.3.3.4.1.2 UC-A-002: Update Profile

Use Case Name	Update Profile		
Use Case ID	UC-A-002		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	04/07/2016	Date Last Updated	29/07/2016
Actor	Administrator		
Description	User edits information of their own profile		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Admin logged in the system • Done UC-A-001 successfully 		
Trigger	<ul style="list-style-type: none"> • User inputs information (including first name, last name, birthday, address, hobbies, about me, favorite quote, website) • User clicks “Save” button at the bottom of “Update Profile Information” popup Information” popup 		
Post Condition	<ul style="list-style-type: none"> • System closes the dialog, reloads “Admin Profile” page and shows update successfully • If exceptions are thrown, the result must match with output of each described exception. 		

Main Success Scenario

Step	User	System's Response
1	Clicks “Update Profile” in “Actions” dropdown list	Shows “Update Profile Information” popup
2	Inputs first name, last name, birthday, address, hobbies, about me, favorite quote, website in respective textbox	
3	Clicks “Save” button	Updates profile successfully, closes dialog and reload “Admin Profile” page

Alternative Scenario

At step	User	System's Response
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3	Clicks “Cancel” button	Cancels editing profile action and closes “Update Profile Information” popup
Exception		
At Step	User	System’s Response
2	If any of those textbox is null	System skips and does not update the information of the textbox

3.3.3.4.1.3 UC-A-004: Change Password

Use Case Name	Change Password		
Use Case ID	UC-A-004		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Administrator		
Description	User change their password		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-001 successfully • Admin logged in the system 		
Trigger	User clicks “Change password” hyperlink in “Actions” dropdown list on “Editor Profile” page		
Post Condition	<ul style="list-style-type: none"> • User click “Change Password” in “Actions” dropdown list • User inputs current password, new password and re-type new password • User clicks “Change” button at the bottom of “Change Password” popup 		
Main Success Scenario			
Step	User	System’s Response	
1	Clicks “Change Password” in “Actions” dropdown list.	Shows “Change Password” popup	
2	Inputs current password, new password and password confirmation		
3	Click “Save” button.	Changes password successfully and closes popup	

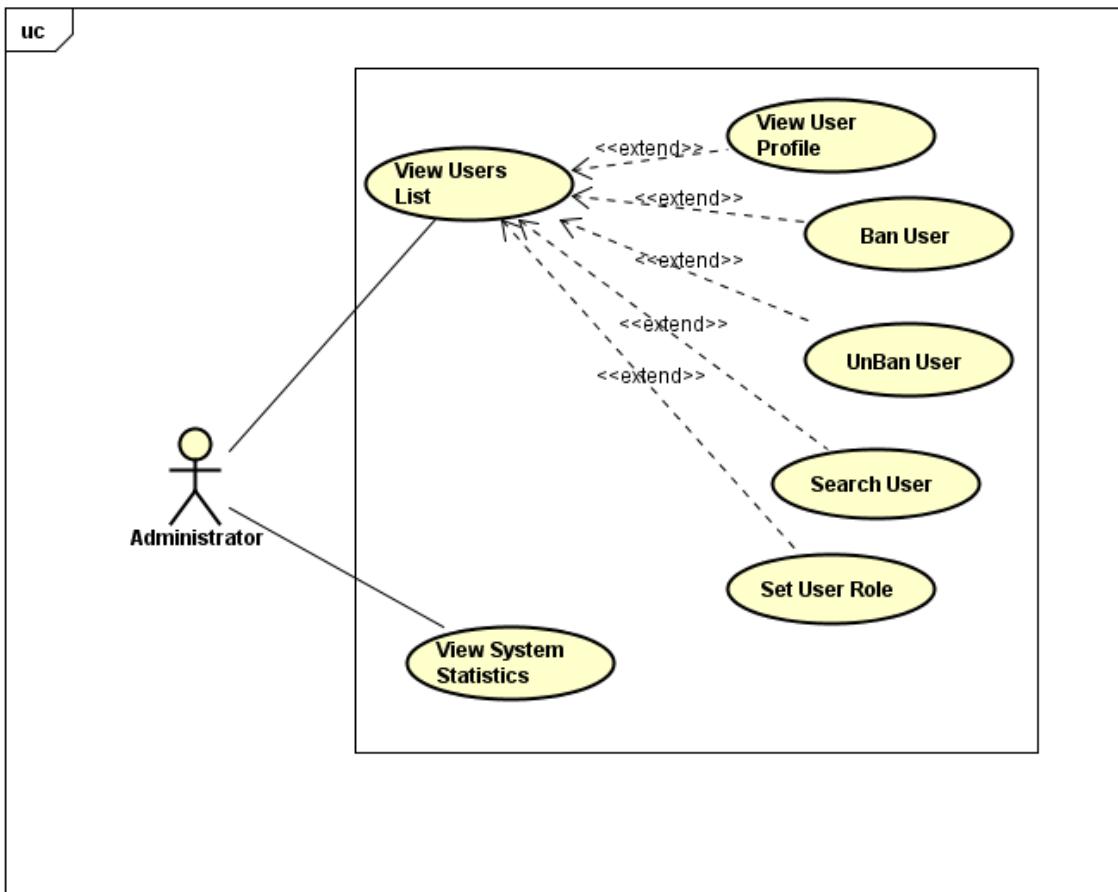
Alternative Scenario		
At Step	User	System's Response
1	Clicks “Cancel” button.	Cancels changing password action and closes “Change Password” popup
Exception		
At Step	User	System's Response
2	If “Current Password” textbox is null	Displays the message: “Password required!”
2	If “New Password” textbox is null	Displays the message: “Password required!”
2	If new password and re-typed password is not the same	Displays the message: “Password does not match”
2	If user inputs new password that is less than 6 characters	Displays the message: “Password must be at least 6 characters long!”
2	If user inputs new password that is more than 32 characters	Displays the message: “Password must be no more than 32 characters long!”
2	If current password is incorrect	Displays the message: “Incorrect password!”

3.3.3.4.1.4 UC-A-005: Logout

Use Case Name	Logout		
Use Case ID	UC-A-003		
Created By	QuanNH	Last Updated By	ThangPD
Date Created	27/06/2016	Date Last Updated	19/07/2016
Actor	Administrator		
Description	User logs out of the Veazy system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Admin login the website 		
Trigger	User clicks “Logout” hyperlink at right-sided bar of admin dashboard		

Post Condition	Signs user out successfully and redirects to “Login” page	
Main Success Scenario		
Step	User	System's Response
1	Click “Logout” hyperlink at admin dashboard	System redirects to “Login” page

3.3.3.4.2 Manage User



3.3.3.4.2.1 UC-A-006: View User List

Use Case Name	View User List		
Use Case ID	UC-A-006		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User views list of Veazy members		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Admin logged in the system 		
Trigger	Admin click “User Management” hyperlink at the right-sided administration menu		
Post Condition	System redirects to “User List” page which displays list of Veazy members, including both User and Editor		

Main Success Scenario		
Step	User	System's Response
1	Clicks “User Management” hyperlink	Redirects to “User List” page and display member list

3.3.3.4.2.2 UC-A-007: View User Profile

Use Case Name	View User Profile		
Use Case ID	UC-A-007		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User views member's profile		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-006 successfully • Admin logged in the system 		
Trigger	Users username hyperlink of member in table on “User List” page		
Post Condition	System shows “User Profile” popup which displays user information including occupation, first name, last name, birthday, address, hobbies, favorite quote and website.		
Main Success Scenario			
Step	User	System's Response	
1	Clicks username hyperlink	Shows “User Profile” dialog and display user information	

3.3.3.4.2.3 UC-A-008: Assign User as Admin

Use Case Name	Assign User as Admin		
Use Case ID	UC-A-008		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User assigns a user as admin of Veazy		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-006 successfully • Admin logged in the system 		
Trigger	User clicks “Manage” hyperlink of a user in table, then clicks “Assign as admin” in dropdown list		
Post Condition	The user is assigned as new admin of Veazysystem and can access exclusive features of admin after login.		
Main Success Scenario			
Step	User	System's Response	
1	Click “Manage” hyperlink	Show dropdown list that contains “Assign as editor”, “Assign as admin”, “Ban” hyperlink	
2	Clicks “Assign as admin”	Changes user type of the user to “Admin” and reloads “User List” page, shows update successfully	
Alternative Scenario			
At Step	User	System's Response	
Exception			
At Step	User	System's Response	

3.3.3.4.2.4 UC-A-009: Assign User as Editor

Use Case Name	Assign User as Editor		
Use Case ID	UC-A-009		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User sets role for member of system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-006 successfully • Admin logged in the system 		
Trigger	User clicks “Manage” hyperlink of a user in table, then clicks “Assign as editor” in dropdown list		
Post Condition	The user is assigned as new editor of Veazy system and can access exclusive features of editor after login.		
Main Success Scenario			
Step	User	System's Response	
1	Click “Manage” hyperlink	Show dropdown list that contains “Assign as editor”, “Assign as admin”, “Ban” hyperlink	
2	Clicks “Assign as editor”	Changes user type of the user to “Editor” and reloads “User List” page, shows update successfully	
Alternative Scenario			
At Step	User	System's Response	
Exception			
At Step	User	System's Response	

3.3.3.4.2.5 UC-A-010: Ban User

Use Case Name	Ban user		
Use Case ID	UC-A-010		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User bans member		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-005 successfully • Admin logged in the system • The status of the user is “Active” 		
Trigger	User clicks “Manage” hyperlink of a user in table, then clicks “Ban” in dropdown list		
Post Condition	Systems reload “User List” page and shows update successfully. The user can no longer log in Veazy system under their username		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Manage” hyperlink	Shows dropdown list that contains “Assign as editor”, “Assign as admin”, “Ban” hyperlink	
2	Clicks “Ban”	Changes user’s status to “Banned” and prevents that user from logging into system.	
Alternative Scenario			
At Step	User	System's Response	
Exception			
At Step	User	System's Response	

3.3.3.4.2.6 UC-A-011: Unban User

Use Case Name	Unban user		
Use Case ID	UC-A-011		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User unban member		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Done UC-A-006 successfully • Admin logged in the system • The status of the user is “Banned” 		
Trigger	User clicks “Manage” hyperlink of a user in table, then clicks “Unban” in dropdown list		
Post Condition	Systems reload “User List” page and shows update successfully. The user is enabled to log in Veazy system under their username		
Main Success Scenario			
Step	User	System's Response	
1	Clicks “Manage” hyperlink	Shows dropdown list that contains “Assign as editor”, “Assign as admin”, “Unban” hyperlink	
2	Clicks “Unban”	Changes user’s status to “Active” and allow that user to log into system.	
Alternative Scenario			
At Step	User	System's Response	
Exception			
At Step	User	System's Response	

3.3.3.4.2.7 UC-A-012: View System Statistics

Use Case Name	View System Statistics		
Use Case ID	UC-A-011		
Created By	QuanNH	Last Updated By	QuanNH
Date Created	27/06/2016	Date Last Updated	12/07/2016
Actor	Administrator		
Description	User views statistics of system		
Pre-condition	<ul style="list-style-type: none"> • Website is available • Admin logged in the system 		
Trigger	Clicks “Statistics” hyperlink at right-sided admin menu		
Post Condition	Systems redirect to “System Statistics” page which displays the statistics of users, lessons, questions and reports		
Main Success Scenario			
Step	User	System’s Response	
1	Clicks “Statistics” hyperlink	Redirects to “System Statistics” page and displays statistics of users, lessons, questions and reports	

3.3.4 Non-Functional Specification Requirements

3.3.4.1 Usability

- Interface should be simple, clear, user-friendly, easy to learn how to use and easy to remember how to use.
- Interface design should support the following from the perspectives of its primary users:
 - Efficiency of use: each action is taken by no more than 8 steps.
 - Intuitiveness: the interface is easy to learn and navigate: buttons, headings, and help/error messages are simple to read and understand.
 - Low perceived workload: the interface appears easy to use, rather than intimidating, demanding and frustrating.
- Users need to understand the function of each section to be able to use reasonable discretion and its effectiveness.
- Users should be supported and guided how to use the functionality of the system to use system easily after short time.
 - In the role “Administrator” – after 2 hours of training
 - In the role “Content Editor” – after 1 hour of training
 - In the role “Member” – after 30 minutes of training
 - In the role “Guest” – after 15 minutes of training
- The system should have the flexibility to be can satisfied future changed as:
 - Can add more lessons, tests and new words.
 - Changes in processing of information.
- The system must meet the requirements for data memory, need to calculate the amount of memory to be able to meet the requirements of the development of the system.

3.3.4.2 Security

- Password of user is md5-hashed before being sent in request to server and saved into database
- Request sent from client is authorize using cookies.

3.3.4.3 Maintainability & Extensibility

- Strictly follow Java & JavaScript best practices and English-like syntax naming convention in order to help improve readability of source code and keep the Veazy website maintainable in the future.

3.3.4.4 Performance

- Response time when accessing an action on the system depending on system condition such as number of visitors, access tasks.
- Time for loading image, media will be at most 15 seconds and time to progress any function will not exceed 17 seconds.

3.3.4.5 Supportability

- Web system is written in Java and Bootstrap, easily manage and upgrade and easily connect to database system.

3.3.4.6 Design Constraints

- Because the system is built on the Web Platform, therefore development language easily manages and upgrade.
- The system must execute independently, less influenced by other systems and capable of performing well on many different operating systems.

3.3.4.7 User Manual Documentation

- Integration guild with both English and Japanese language, image and clear explanation

4 SOFTWARE DESIGN DESCRIPTION

4.1 SDD Overview

This document provides a comprehensive architectural overview of the system VEAZY, using a number of different architectural views to depict different aspects of the system. It is intended to capture and convey the significant architectural decisions that have been made on the system.

This section of document is the **software design description** of the project in order to develop the software, it includes four main parts: Architecture Design, Class Design, Detail Design, and Database design.

4.2 Architecture Design

4.2.1 MVC Model

The architecture of Veazy system is structured based on MVC model combined with layered architecture, Spring framework and AngularJS framework.

4.2.1.1 MVC Model overview

Model–view–controller (MVC) is a software architectural pattern for implementing user interfaces on computers. It divides a given software application into three interconnected parts: the model, the view, and the controller, so as to separate internal representations of information from the ways that information is presented to or accepted from the user. The model consists of application data, business rules, logic and functions. A view can be any output representation of data, such as a chart or a diagram. Multiple views of the same data are possible, such as bar chart for management and a tabular view for accountants. The controller mediates input, converting it to commands for the model or view.

The MVC design pattern assigns objects in an application one of three roles: model, view, or controller. The pattern defines not only the roles objects playing in the application but the way objects communicate with each other as well. Each of the three types of objects is separated from the others by abstract boundaries and communicates with objects of the other types across those boundaries. The collection of objects of a certain MVC type in an application sometimes referred to as a layer—for example, model layer.

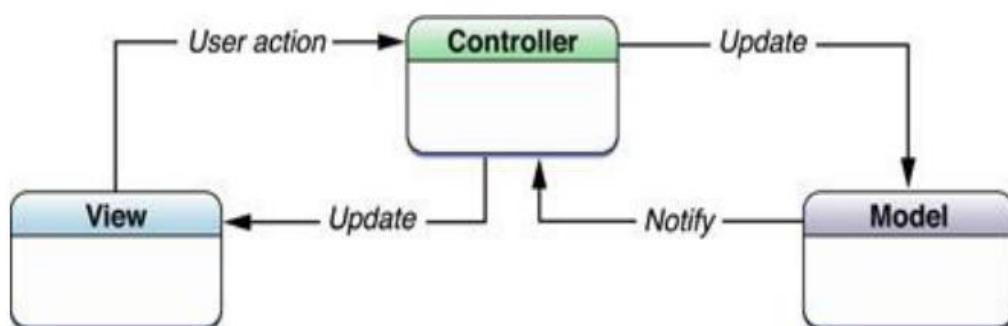


Figure 4-1: MVC Model

In addition to dividing the application into three kinds of components, the MVC design defines the interactions between them:

- **A controller:** can send commands to its associated view to change the view's presentation of the model (e.g., by scrolling through a document). It can also send commands to the model to update the model's state (e.g., editing a document).
- **A model:** notifies its associated views and controllers when there has been a change in its state. This notification allows the views to produce updated output, and the controllers to change the available set of commands. A passive implementation of MVC omits these notifications, because the application does not require them or the software platform does not support them.
- **A view:** requests from the model the information that it needs to generate an output representation to the user.

4.2.1.2 Advantages and disadvantages of MVC model

- Advantages:
 - The MVC model demonstrates professionalism in programming and design analysis. It is divided into independent components to help develop applications faster, simpler, easier upgrades and maintenance.
 - Many MVC vendor framework tool kits are available.
 - Multiple views synchronized with same data model.
 - Easy to change or plug in new interface views, allowing updating of interface views with new technologies without overhauling the rest of system.
 - Very effective for deployment if graphic, programming and database development professionals are working in a team in a designed project.
- Disadvantages:
 - For small projects that apply MVC model caused cumbersome, time consuming in development process.
 - Time consuming to transits data between components.
 - Not suitable for agent-oriented applications such as interactive mobile and robotics applications.
 - Multiple pairs of controllers and views based on the same data model make data model change expensive.
 - The division between the View and the Controller is not clear in some cases.

4.2.1.3 The reason of choosing MVC model

- - Easily manage the complexity of application by dividing the application into three components: model, view and controller.
- Better support for TDD.
- It is a good support for application built by project team that has many developers and designers but still managed application features.
- Veazy system is an incomplete system for now. Veazy is built in the way that towards extensibility and maintainability in the future.

4.2.2 SpringMVC framework

4.2.2.1 Overview

Spring's web MVC framework is, like many other web MVC frameworks, request-driven, designed around a central Servlet that dispatches requests to controllers and offers other functionality that facilitates the development of web applications. Spring's DispatcherServlet however, does more than just that. It is completely integrated with the Spring IoC container and as such allows you to use every other feature that Spring has.

The Spring's web MVC framework provides model-view-controller architecture and ready components that can be used to develop flexible and loosely coupled web applications. The MVC pattern results in separating the different aspects of the application (input logic, business logic, and UI logic), while providing a loose coupling between these elements.

- The Model encapsulates the application data and in general they will consist of POJO.
- The View is responsible for rendering the model data and in general it generates HTML output that the client's browser can interpret.
- The Controller is responsible for processing user requests and building appropriate model and passes it to the view for rendering.

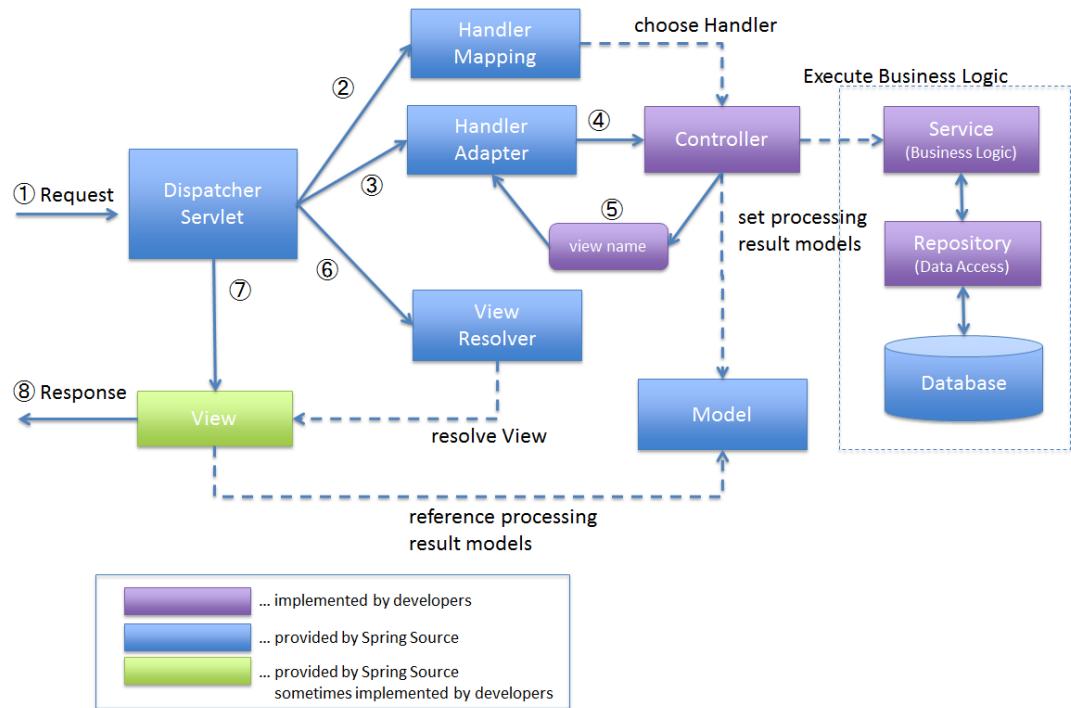


Figure 4-1 SpringMVC process flow

1. *DispatcherServlet* receives the request.
2. *DispatcherServlet* dispatches the task of selecting an appropriate controller to *HandlerMapping*. *HandlerMapping* selects the controller which is mapped to the incoming request URL and returns the (selected *Handler*) and *Controller* to *DispatcherServlet*.
3. *DispatcherServlet* dispatches the task of executing of business logic of *Controller* to *HandlerAdapter*.
4. *HandlerAdapter* calls the business logic process of *Controller*.
5. *Controller* executes the business logic, sets the processing result in *Model* and returns the logical name of view to *HandlerAdapter*.
6. *DispatcherServlet* dispatches the task of resolving the *View* corresponding to the *View* name to *ViewResolver*. *ViewResolver* returns the *View* mapped to *View* name.
7. *DispatcherServlet* dispatches the rendering process to returned *View*.
8. *View* renders *Model* data and returns the response.

4.2.2.2 Advantages and disadvantages

- Advantages
 - No need to reinvent the wheel: It utilizes some of the well-known technologies, ORM frameworks, logging frameworks, JEE, JDK timers, Quartz and so on
 - Dependency Injection gears up testability.
 - Inversion control and APIs: Spring framework provides inversion control and APIs to translate technology-driven exceptions, specifically thrown by JDBC, Hibernate or JDO, into unchecked and consistent ones.
 - Modularity: Spring makes it easy for the developers to know which packages or classes are to be used and which one should be ignored.
 - Consistent Transaction Management: With the help of consistent transaction management interface, Spring framework easily scale down or scale up local as well as global transactions.
 - Spring AOP also brings tons of benefits: There is no need for a developer to have a separate compilation unit or a separate class loader.
- Disadvantages
 - Complex: One of the major criticisms faced by the Spring framework is that it is complex.
 - Longer Learning Curve: it would be quite difficult to learn Spring framework. The main reason behind this is a whole host of new programming methods and detailing require understanding how to set up the Spring XML configuration file.
 - All the Spring applications require a lot of XML: the applications developed using Spring framework often require a huge amount of XML
 - Tons of parallel mechanisms frustrate developers: It makes developers to spend lots of understanding each of them and choose the best one among them.
 - Lack of Guidelines: No clear guidance on cross-site scripting attacks and cross-site request forgery attacks in Spring MVC documentation

4.2.2.3 The reason of choosing

- - Spring provides a very clean division between controllers, JavaBean models, and views.
- Spring's MVC is very flexible, it is entirely based on interfaces.
- Spring provides interceptors as well as controllers, making it easy to factor out behavior common to the handling of many requests.
- Spring Controllers are configured via IoC. This makes them easy to test, and beautifully integrated with other objects managed by Spring.
- No ActionForms. Bind directly to domain objects.
- Spring has a well defined interface to business layerArchitectural Representation

4.2.3 HibernateORM framework

4.2.3.1 Overview

Hibernate is an implementation of the Java persistence API (JPA) specification, it can easily used in any environment supporting JPA including Java SE applications, Java EE applications, Java EE application servers, Enterprise OSGi containers and so on. It is a powerful, high performance Object-Relational Persistence and Query service for any Java Application.

Hibernate maps Java classes to database tables and from Java data types to SQL data types and relieve the developer from 95% of common data persistence related programming tasks.

Hibernate sits between traditional Java objects and database server to handle all the work in persisting those objects based on the appropriate O/R mechanisms and patterns.



Figure 4-2 Hibernate ORM

4.2.3.2 Advantages & Disadvantages

- Advantages
 - Hibernate takes care of mapping Java classes to database tables using XML files and without writing any line of code.
 - Provides simple APIs for storing and retrieving Java objects directly to and from the database.
 - If there is change in Database or in any table then the only need to change XML file properties.
 - Abstract away the unfamiliar SQL types and provide us to work around familiar Java Objects.
 - Hibernate does not require an application server to operate.
 - Manipulates complex associations of objects of your database.
 - Minimize database access with smart fetching strategies.
 - Provides simple querying of data.
- Disadvantages
 - Slower than JDBC: Hibernate is slower than pure JDBC as it is generating lots of SQL statements in runtime.
 - Not suitable for Batch processing: It is advisable to use pure JDBC for batch processing.
 - Not suitable for Small projects : For small project having few tables, it is useless to work with hibernate.
 - Does not allow multiple inserts : Hibernate does not allow some type of queries which are supported by JDBC.
 - Generates complex queries with many joins : For complex data, mapping from Object-to-tables and vice versa reduces performance and increases time of conversion.

4.2.3.3 The reason of choosing

- Productivity: It helps developers get rid of writing complex and tedious SQL statement, no more need of JDBC APIs for result set or data handling. It makes developers more concentrate on the business logic and increase the project's productivity.
- Maintainability: It helps reduce the lines of code, makes system more understandable and emphasizes more on business logic rather than persistence work (SQLs).
- Portability: It abstracts our application away from the underlying SQL database and sql dialect. Switching to other SQL database requires few changes in Hibernate configuration file.

4.2.4 AngularJS framework

4.2.4.1 Overview

AngularJS is a structural framework for dynamic web apps. It lets you use HTML as your template language and lets you extend HTML's syntax to express your application's components clearly and succinctly. Angular's data binding and dependency injection eliminate much of the code you would otherwise have to write. And it all happens within the browser, making it an ideal partner with any server technology.

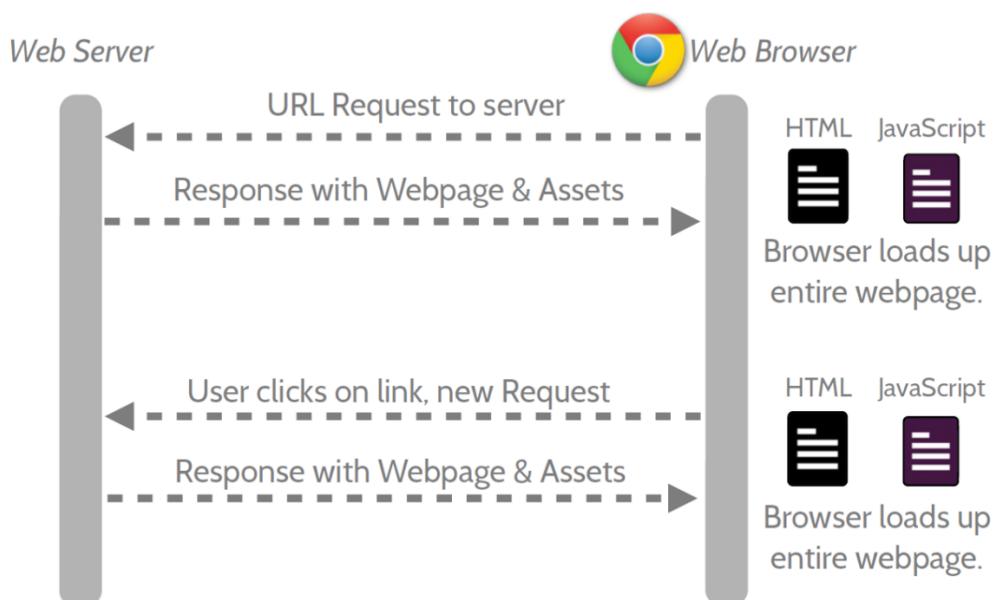


Figure 4-3 Multi-page flow

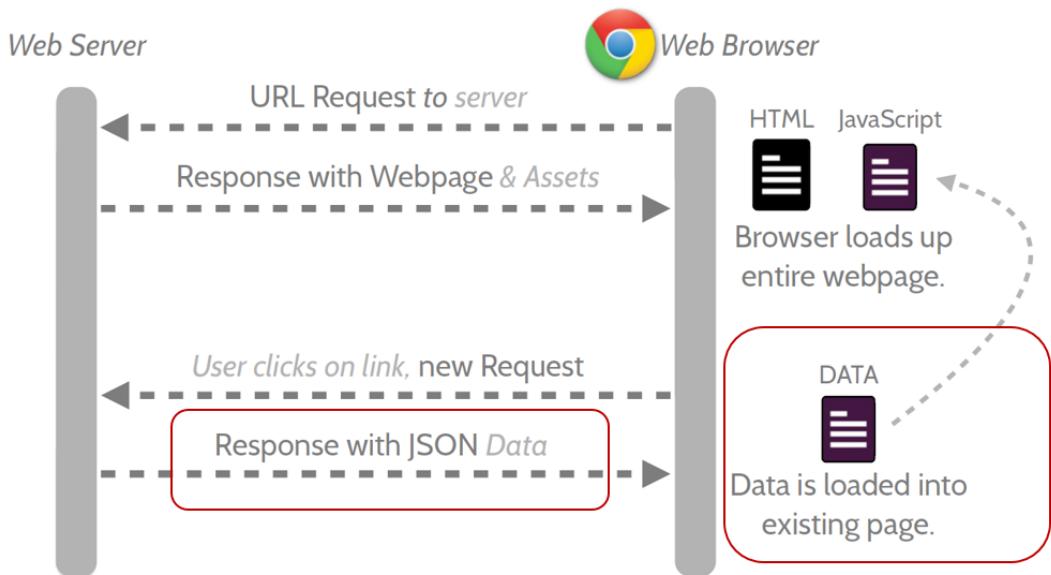


Figure 4-4 Single-page flow

4.2.4.2 Advantages & Disadvantages

- Advantages
 - AngularJS provides capability to create Single Page Application in a very clean and maintainable way.
 - AngularJS provides data binding capability to HTML thus giving user a rich and responsive experience
 - AngularJS code is unit testable.
 - AngularJS uses dependency injection and make use of separation of concerns.
 - AngularJS provides reusable components.
 - With AngularJS, developer write less code and get more functionality.
 - In AngularJS, views are pure html pages, and controllers written in JavaScript do the business processing.
- Disadvantages
 - Not Secure – Being JavaScript only framework, application written in AngularJS are not safe. Server side authentication and authorization is must to keep an application secure.
 - Not degradable – If your application user disables JavaScript then user will just see the basic page and nothing more.

4.2.4.3 The reason of choosing

- Expressive User Interface: Angular employs HTML to define application user interface. HTML carries special attributes explaining which controllers to use for elements.
- Less code: By ignoring writing of own pipeline, use of html, simple data model and use of filters, angular makes it coding free for developers.
- Testability: AngularJs has been developed keeping in mind the testing process of coding and developing at each and every stage of application development so as to avoid wastage of time.

4.2.5 Architectural Representation

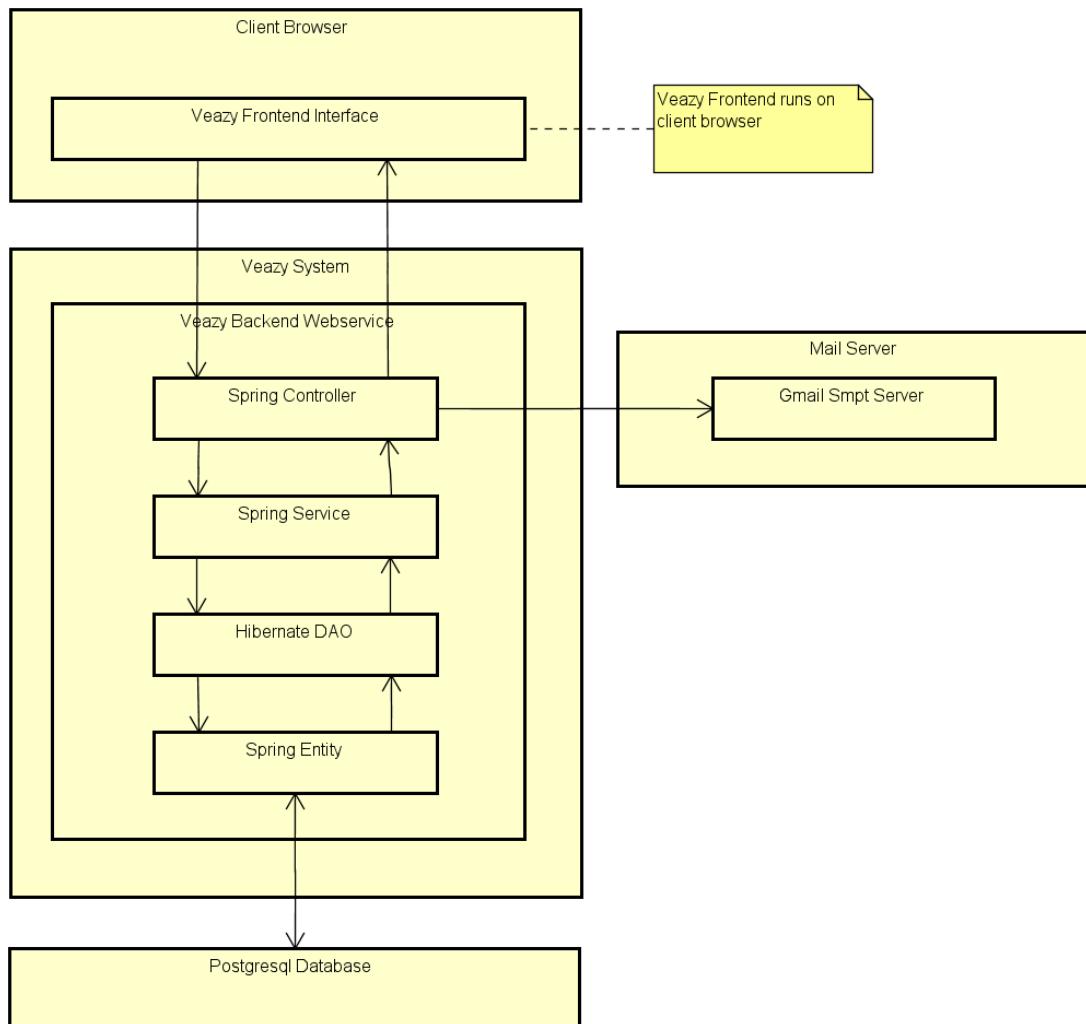


Figure 4-2: System overview

We follow MVC architecture to implement the Veazy project. MVC offers architectural benefits over jQuery and AngularJS — it helps us write better-organized and therefore more maintainable code.

Model is where the application's data objects are stored. A model object is in charge of encapsulating application state and one object could be related to other objects establishing a one-to-one or one-to-many relationship. When a model changes, typically it will notify its observers that a change has occurred. As with any data object it contains instance variables and getter/setter methods.

DAO is an abbreviation of Data Access Object which provides an abstract interface to some type of database or other persistence mechanism. By mapping application calls to the persistence layer, DAO provide some specific data operations without exposing details of the database.

Service defines set of available operations in regards with interfacing client layers i.e. encapsulates the application's business logic.

Controller is the decision maker and the glue between the model and view; it handles user actions and gestures, and responds to user events.

4.2.6 Architecture Goals and Constraints

Availability: The application must be available 95% of time. Users can access to it everywhere from there .Web browser with internet connection.

Maintainability:

- Coding standards and naming conventions
 - Output of the project must include coding standards and naming conventions documentations. Implementation code must be easy to maintain.
 - All code must be clearly commented, including class, method documentations.
 - If some components are reused, the documentations of those components must also be included.
- Design
 - The design of the system must be loosely coupled that changes on some module will not affect others.
- Logging
 - All the errors should be logged, supporting for bug fixing and maintenance.
 - All strange or sensitive situations should also be logged.

Usability: Usability Requirements support the following from the perspective of its primary users:

- Efficiency of use: user can complete each function in less than 12 actions
- Intuitiveness: all help/error messages are simple to understand; user can know exactly how to do each feature after one time using it.

Capacity and scalability: throughput, storage and growth requirements.

4.2.7 Use-Case View

The use-case view consists of 4 parts according to 4 user roles in the system: guest, member, editor and admin.

4.2.7.1 Guest

4.2.7.1.1 Register account

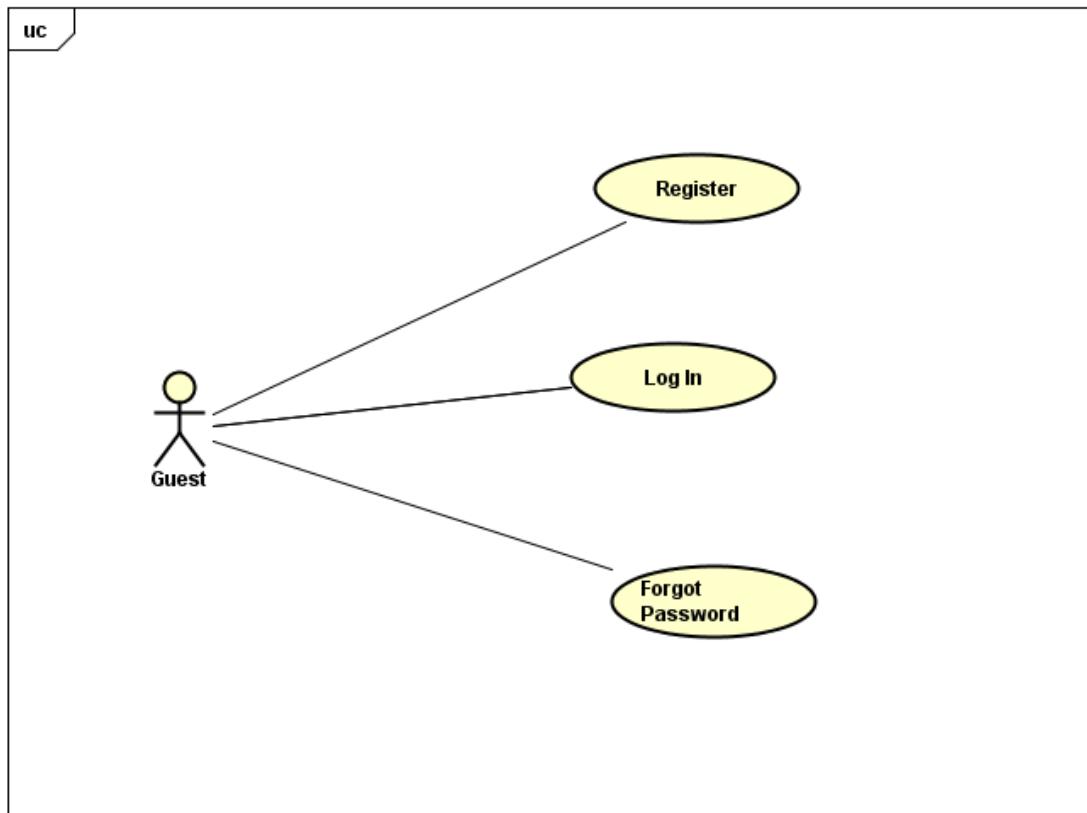


Figure 4-5 Register account

No	Use-case name	Actor	Description
1	Register	Guest	Registering new account to log into the system
2	Log In	Guest	Logging into the system
3	Forgot Password	Guest	Resetting user's password

4.2.7.1.2 Learning

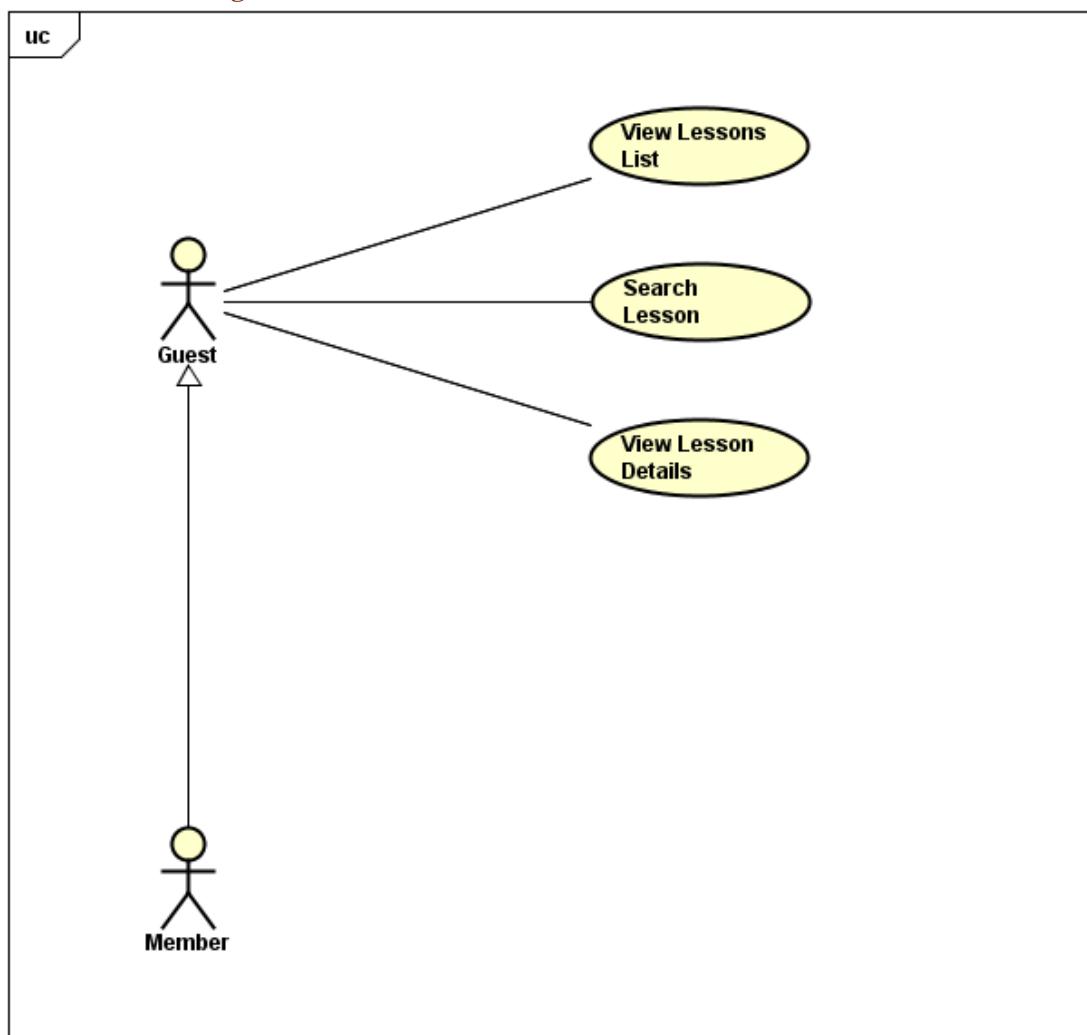


Figure 4-6 Learning

No.	Use-case name	Actor	Description
1	View Lesson List	Guest, Member	Viewing lesson list of courses
2	Search Lesson	Guest, Member	Searching lesson
3	View Lesson Details	Guest, Member	Viewing detail of lesson

4.2.7.1.3 Testing

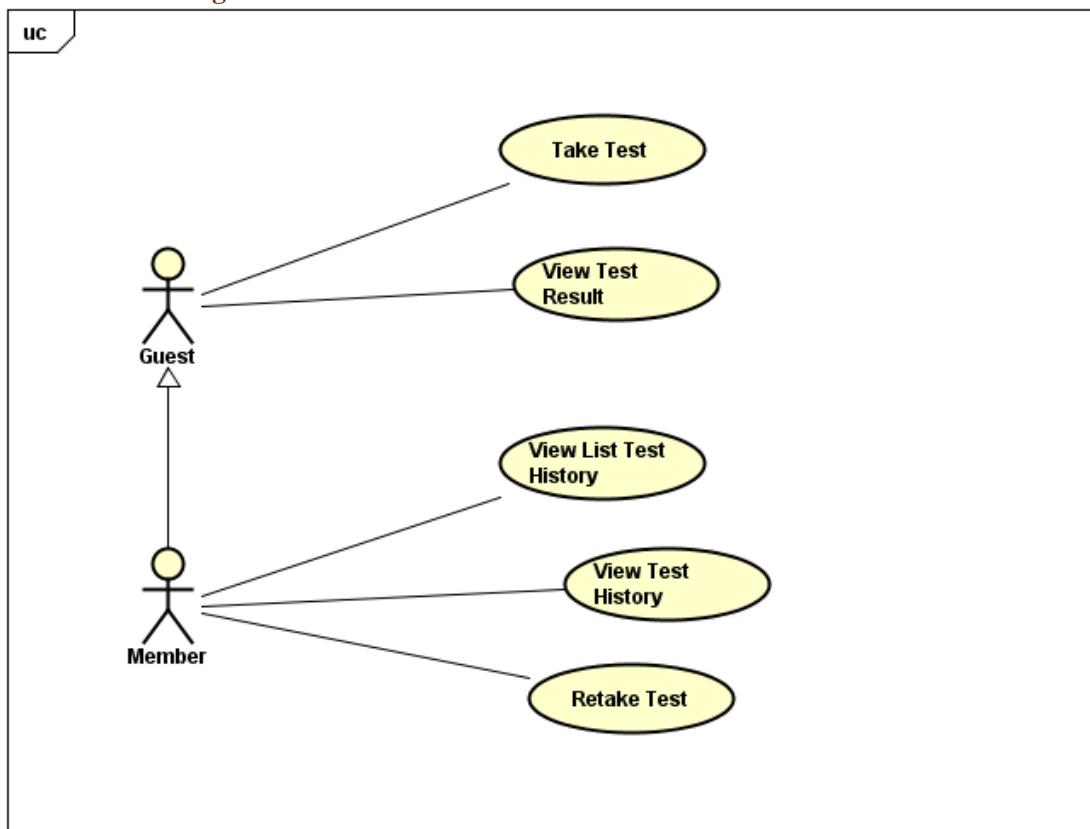


Figure 4-7 Tesing Use Case

No.	Use-case name	Actor	Description
1	Take Test	Guest, Member	Taking a multiple-choice test
2	View Test Result	Guest, Member	Viewing result of test

4.2.7.2 Member

4.2.7.2.1 Private Account Management

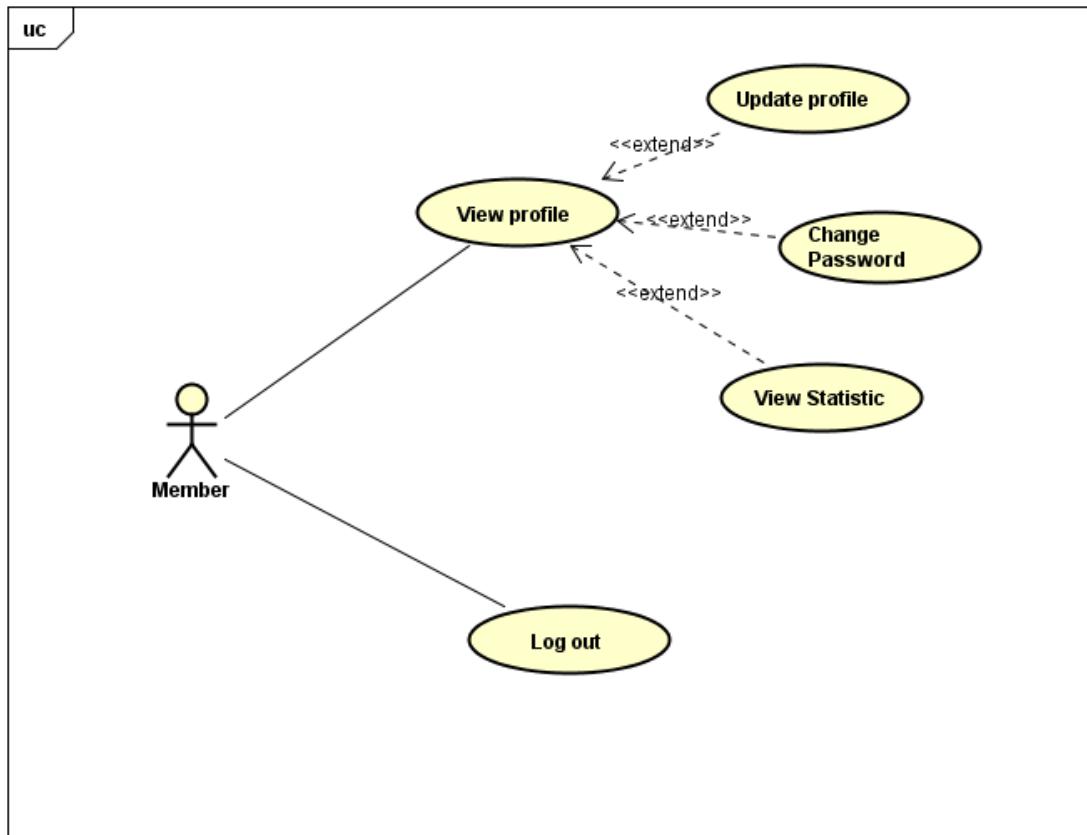


Figure 4-8 Private Account Management

No.	Use-case name	Actor	Description
1	View Profile	Member	Viewing detail information of their profile
2	Update Profile	Member	Updating user's profile
3	Change Password	Member	Changing user's password
4	View Statistic	Member	Viewing statistics of user
5	Log Out	Member	Logging out of system

4.2.7.2.2 Testing

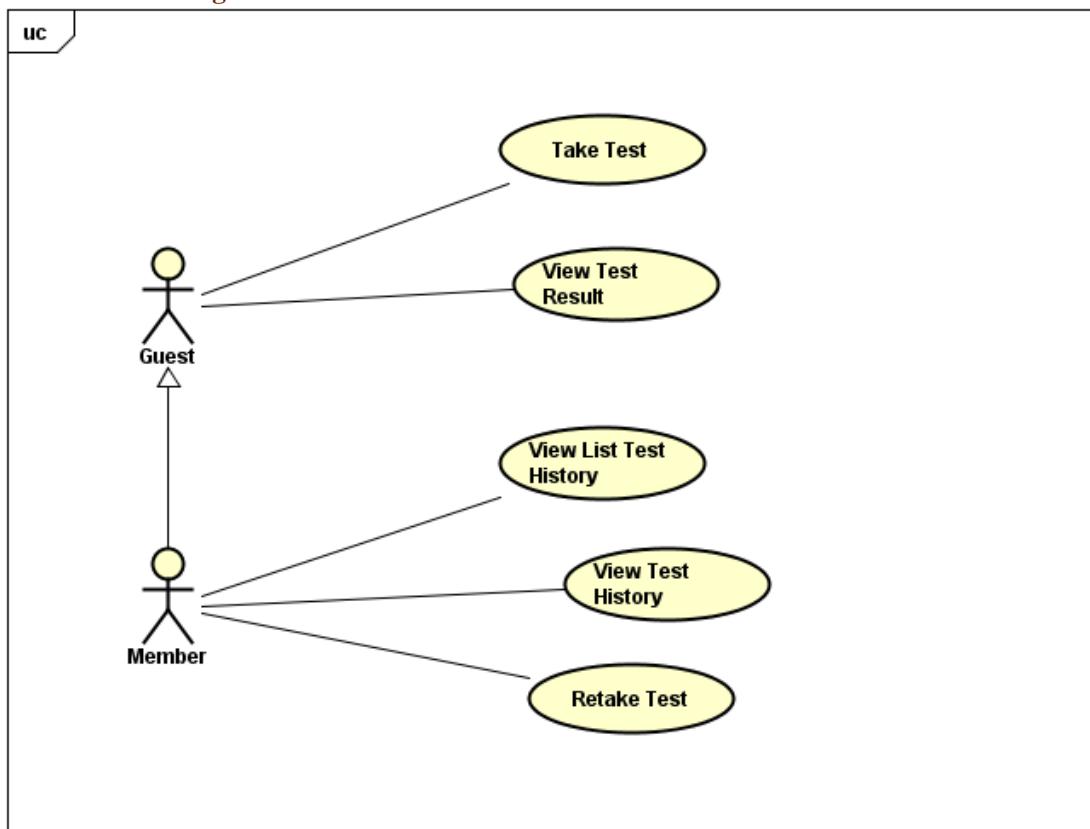


Figure 4-9 Testing

No.	Use-case name	Actor	Description
1	View List Test History	Member	Viewing list of test history
2	View Test History	Member	Viewing detail of test history
3	Retake Test	Member	Retaking a test in list test history

4.2.7.2.3 Content Reporting

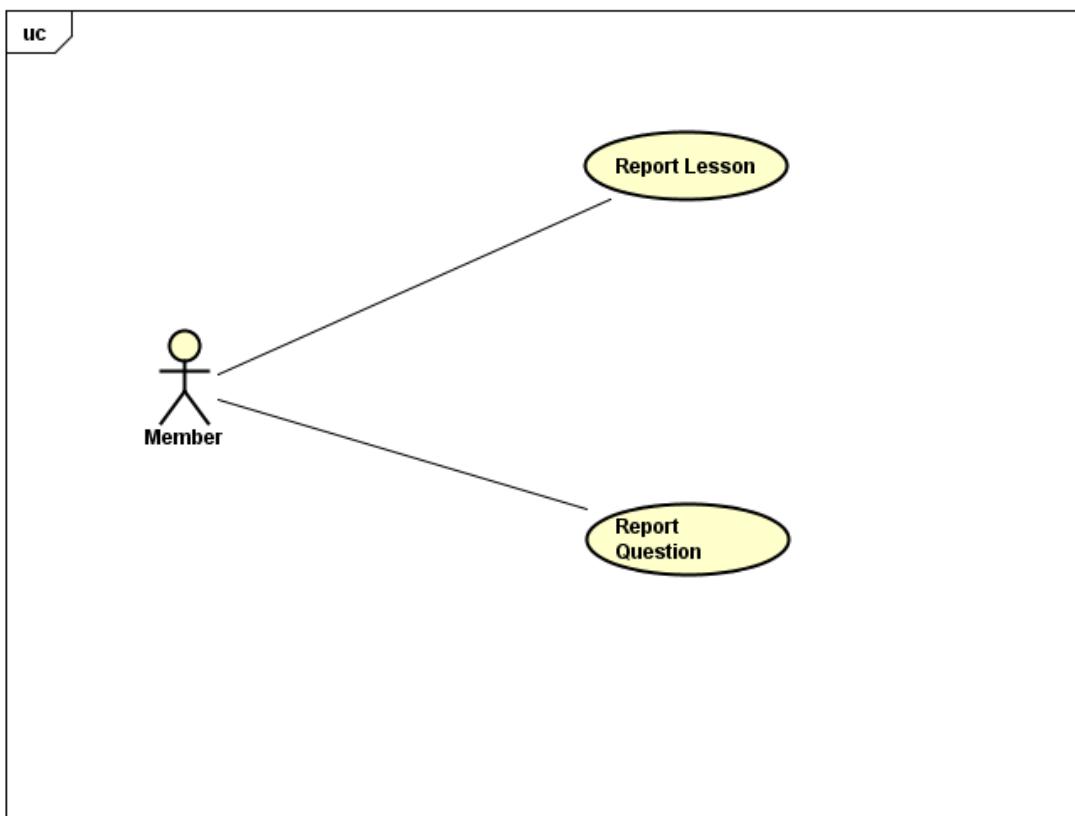


Figure 4-10 Content Reporting

No.	Use-case name	Actor	Description
1	Report Lesson	Member	Reporting content of lessons that having wrong content
2	Report Question	Member	Reporting content of questions that having wrong content

4.2.7.3 Editor

4.2.7.3.1 Private Account Management

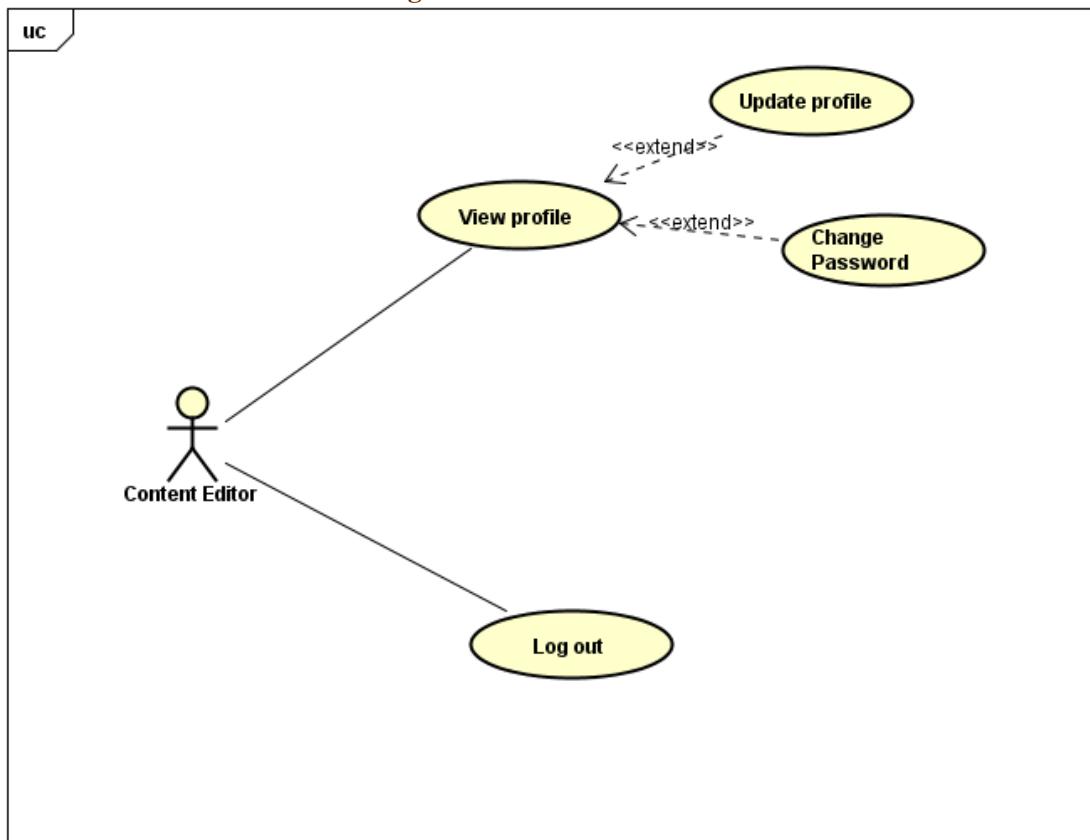


Figure 4-11 Private Account Management

No.	Use-case name	Actor	Description
1	View Profile	Content Editor	Viewing detail information of their profile
2	Update Profile	Content Editor	Updating user's profile
3	Change Password	Content Editor	Changing user's password
4	Log Out	Content Editor	Logging out of system

4.2.7.3.2 Lesson Management

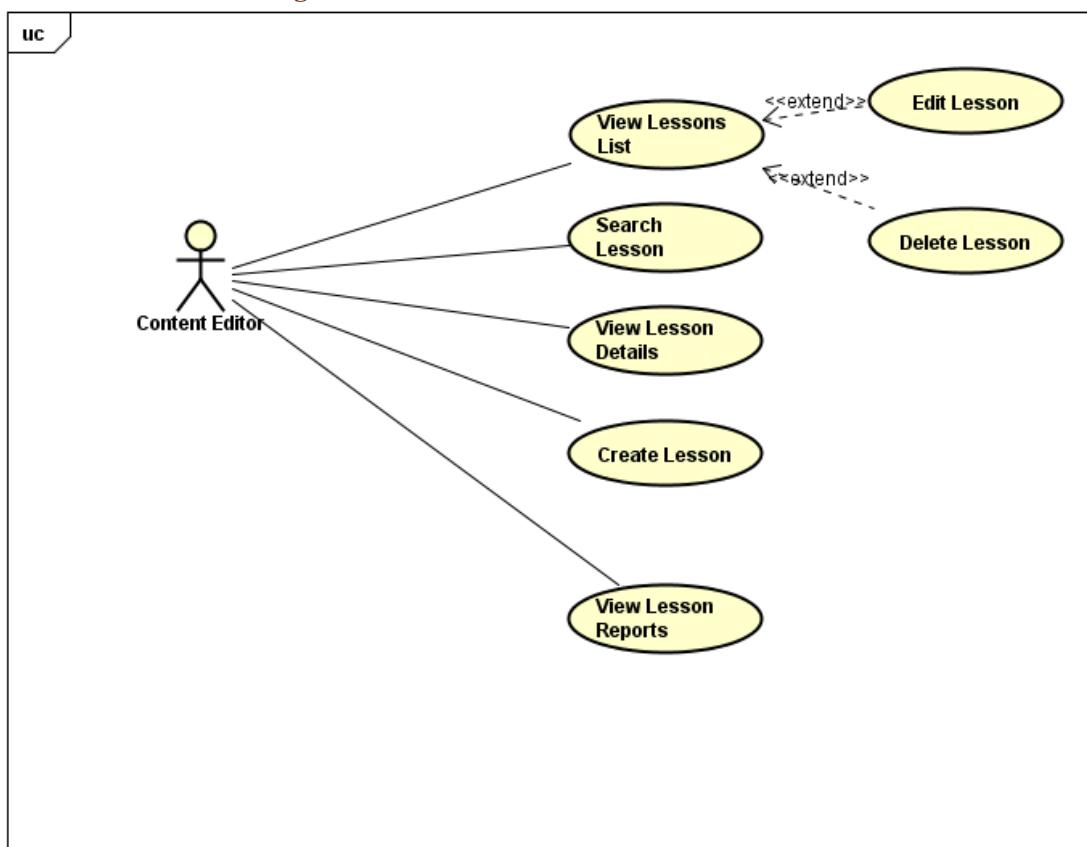


Figure 4-12 Lesson Management

No.	Use-case name	Actor	Description
1	View Lessons List	Content Editor	Viewing lesson list of courses
2	Search Lesson	Content Editor	Searching lesson
3	View Lesson Details	Content Editor	View detail of lesson
4	Edit Lesson	Content Editor	Editing content of lesson
5	Delete Lesson	Content Editor	Deleting lesson
6	Create Lesson	Content Editor	Creating new lesson of course
7	View Lesson Reports	Content Editor	Viewing list report about wrong content from member

4.2.7.3.3 Question Management

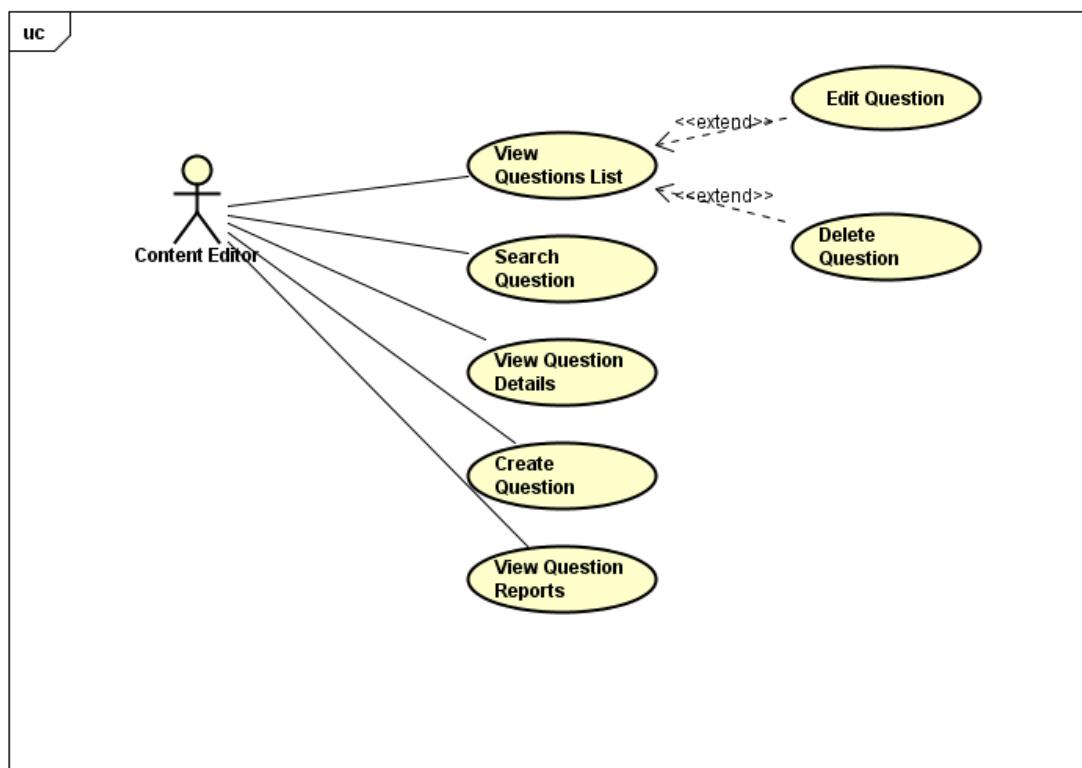


Figure 4-13 Question Management

No.	Use-case name	Actor	Description
1	View Questions List	Content Editor	Viewing question list
2	Search Question	Content Editor	Searching question
3	View Question Details	Content Editor	View detail of question
4	Edit Question	Content Editor	Editing content of question
5	Delete Question	Content Editor	Deleting question
6	Create Question	Content Editor	Creating new question of course
7	View Question Report	Content Editor	Viewing list report about wrong content from member

4.2.8 Logical View

4.2.8.1 Overview

Logical View includes Package diagram and Class diagram. Package diagram describes the organization of packages and elements. Class Diagram provides an overview of the target system by describing the objects and classes inside the system and the relationships between them. It provides a wide variety of usages; from modeling the domain-specific data structure to detailed design of the target system

- Controller contain the interface between
 - ✓ Associated models
 - ✓ Associated views
 - ✓ The input devices (e.g., keyboard, pointing device, time).
 - ✓ Send commands to the model to update the model's state.
- Model is:
 - ✓ the domain-specific software simulation
 - ✓ Or implementation of the application's central structure.
- View deal with everything graphical
 - ✓ Requests data from their model
 - ✓ Display the data

4.2.8.2 Architecturally Significant Design Packages

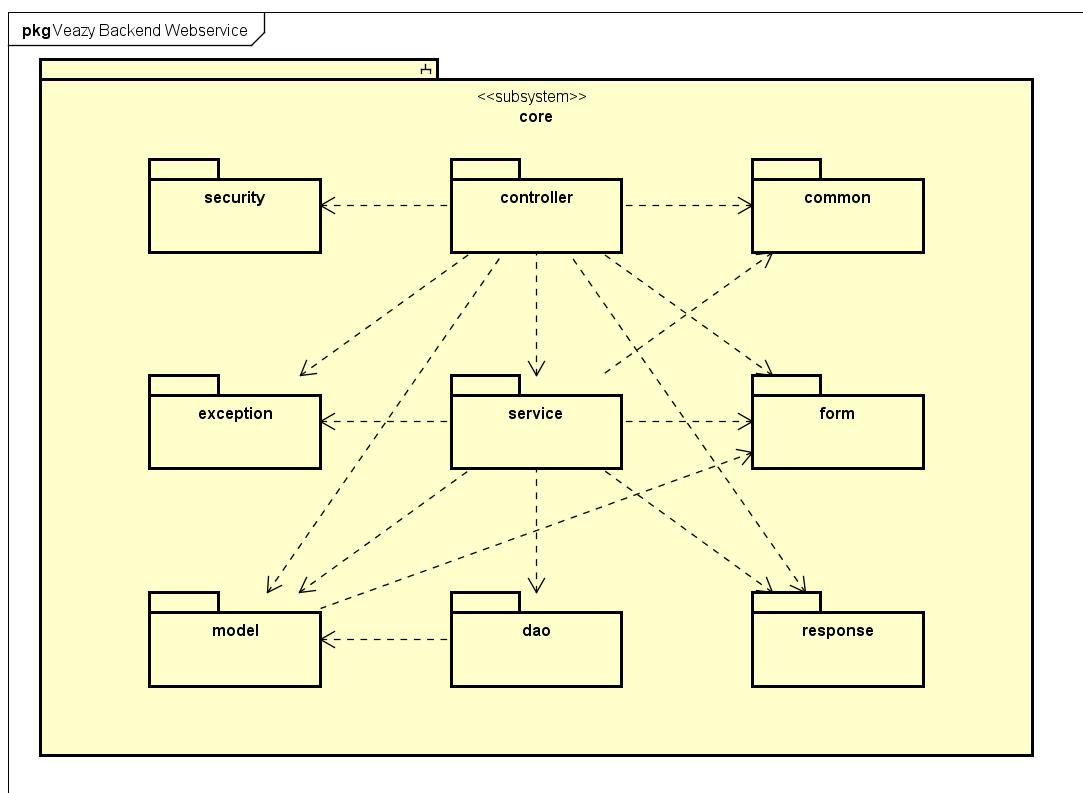


Figure 4-17: Package Diagram

- **Controller**

No.	Controller class	Role
1	CoreController	Processes common core api requests
2	CourseController	Processes api requests related to course
3	TestController	Processes api requests related to test
4	LessonController	Processes api requests related to lesson
5	QuestionController	Processes api requests related to question
6	ReportController	Processes api requests related to report
7	StatsController	Processes api requests related to statistic
8	UserController	Processes api requests related to user

- Service

No.	Service class	Role
1	CourseServiceImpl	Contains business logical functions for processing course data
2	TestServiceImpl	Contains business logical functions for processing test data
3	LessonServiceImpl	Contains business logical functions for processing lesson data
4	QuestionBankServiceImpl	Contains business logical functions for processing question bank data
5	QuestionServiceImpl	Contains business logical functions for processing question data
6	ReportServiceImpl	Contains business logical functions for processing report data
7	StatsServiceImpl	Contains business logical functions for processing statistic data
8	UserServiceImpl	Contains business logical functions for processing user data

- Model

No.	Model class	Role
1	AnswerModel	Stores data of a single answer of a question
2	BasicModel	Contains common fields of model
3	CourseModel	Stores data of a course (as known as a level)
4	TestAnswerModel	Stores data of a single answer of a question in a generated test
5	TestModel	Stores data of a test
6	TestQuestionModel	Stores data of a question in a generated test
7	LessonModel	Stores data of a lesson
8	LessonVersionModel	Stores data of a version of lesson
9	QuestionModel	Stores data of a question in the questionbank
10	ReportModel	Stores data of a report
11	UserModel	Stores data of an user

- **DAO**

No.	DAO class	Role
1	HibernateCourseDao	Provides methods to manage course data in database
2	HibernateTestDao	Provides methods to manage test data in database
3	HibernateLessonDao	Provides methods to manage lesson data in database
4	HibernateLessonVersion Dao	Provides methods to manage versions of lesson in database
5	HibernateQuestionDao	Provides methods to manage question data in database
6	HibernateReportDao	Provides methods to manage report data in database
7	HibernateUserDao	Provides methods to manage user data in database
8	HibernateAnswerDao	Provides methods to manage answers data in a question in database

- **Exception**

No.	Exception class	Role
1	CorruptedFormException	Exception threwed when user submitted a corrupted form i.e. form that does not have enough expected data
2	EmailExpectedException	Exception threwed when submitted form does not contain email
3	InvalidEmailException	Exception threwed when submitted form contains invalid email
4	PasswordExpectedException	Exception threwed when submitted form does not contain password
5	PasswordIncorrectException	Exception threwed when submitted form contains incorrect username or password
6	UsernameExpectedException	Exception threwed when submitted form does not contain username
7	NullOrEmptyContentException	Exception threwed when submitted data is null or empty

- **Form**

No.	Form class	Role
1	AnswerForm	Answer form
2	ChangeRoleForm	Form for requesting change user role
3	ChgpwdForm	Form for requesting change password
4	CreateTestSinglePartForm	Form for generating a single-skill test
5	CreateLessonForm	Form for creating a test
6	TestPartForm	Form for generating a test
7	FileUploadForm	Upload file form
8	LoginForm	Login form
9	QuestionForm	Question form
10	RegisterForm	Register form
11	ReportForm	Report form
12	SubmitTestForm	Test form for submittion
13	SubmitQuestionForm	Question form for test submittion
14	SubmitAnswerForm	Answer of a question form for test submittion
15	UpdateLessonForm	Lesson information form for updating a lesson
16	UpdateUserForm	User information form for updating an user

- Response

No.	Response class	Role
1	AddQuestionResponse	Response for adding a new question api
2	AnswerResponse	Response for an answer in a question
3	BriefAnswerResponse	Response for a brief answer in a brief question in a generated test
4	BriefLessonResponse	Response for a brief lesson
5	BriefQuestionResponse	Response for a brief question in a generated test
6	CreateLessonResponse	Response for creating a lesson api
7	TestAnswerResponse	Response for an answer of a question in a generated test
8	TestPartResponse	Response for a generated test
9	TestQuestionResponse	Response for a question in a generated test
10	TestResultResponse	Response for test result
11	TestSinglePartResponse	Response for generating a single-skill test api
12	GetCourseResponse	Response for getting list courses api
13	GetTestResponse	Response for getting a taken test api
14	GetLearnerTestsResponse	Response for getting learner tests api
15	GetLessonResponse	Response for getting a lesson api
16	GetLessonVersionResponse	Response for getting a lesson version api
17	GetListUsersResponse	Response for getting list users api
18	GetUserResponse	Response for getting a user api
19	LoginResponse	Response for login api
20	QuestionResponse	Response for a question
21	Response	Response form for all api
22	ResponseCode	Return code for each api
23	StatsCourseAvgResponse	Response for getting average result of tests via course statistic api
24	StatsLastTestResponse	Response for getting last test statistic api
25	StatsLessonsResponse	Response for getting lesson statistic api
26	StatsQuestionsResponse	Response for getting questions statistic api

27	StatsSkillAvgResponse	Response for getting average result of tests via skill statistic api
28	StatsUsersResponse	Response for getting users statistic api
29	UploadFileResponse	Response for uploading api

- **Security**

No.	Security class	Role
1	Veazy403Handler	Handles 403 forbidden error
2	VeazyAuthenEntryPoint	Handles anonymous requests
3	VeazyAuthenFailureHandler	Handles authentication failure requests
4	VeazyAuthenFilter	Filters authentication requests
5	VeazyAuthenProvider	Provides authentication mechanism
6	VeazyAuthenSuccessHandler	Handles authentication success requests

- **Common**

No.	Common class	Role
1	Const	Contains common system constants
2	Utils	Contains common utility functions
3	JsonUtils	Contains json utility functions
4	HttpUtils	Contains http utility functions
5	HtmlUtils	Contains html utility functions

4.2.9 Process View

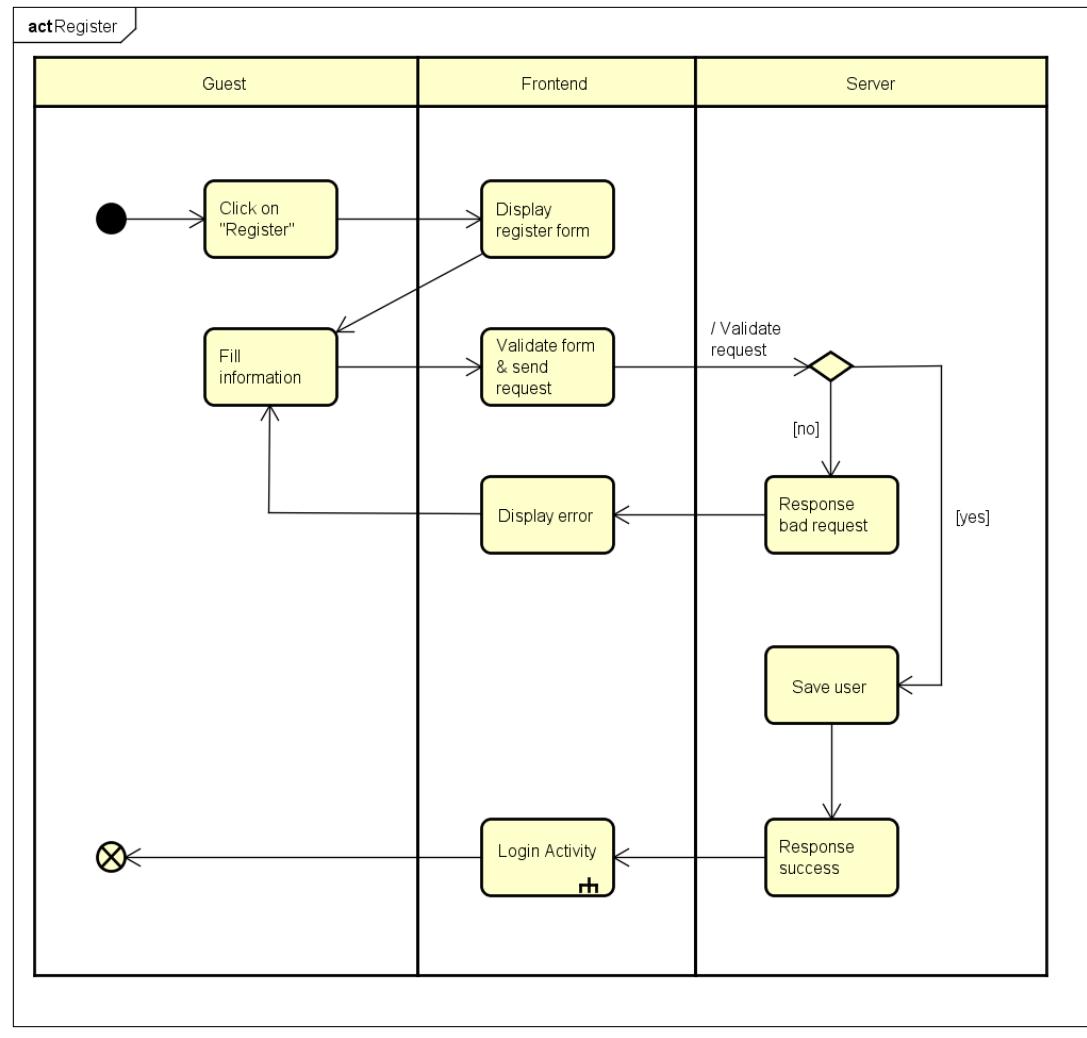


Figure 4-14 Register activity

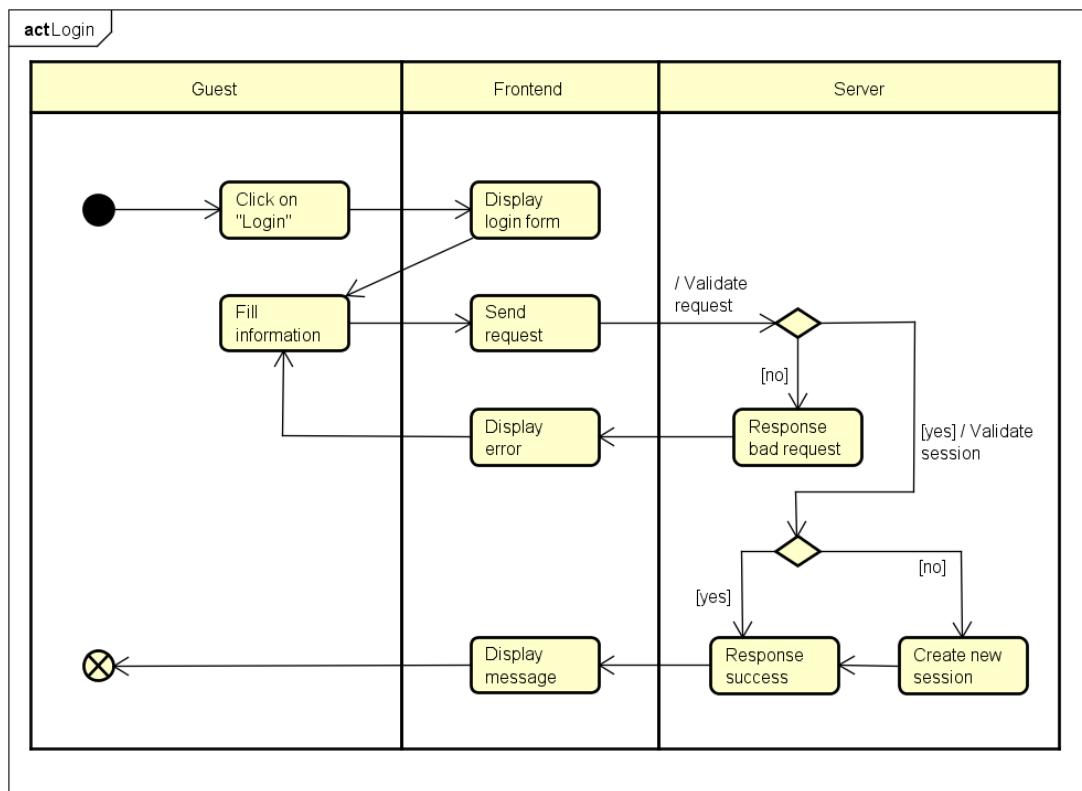


Figure 4-15 Login activity

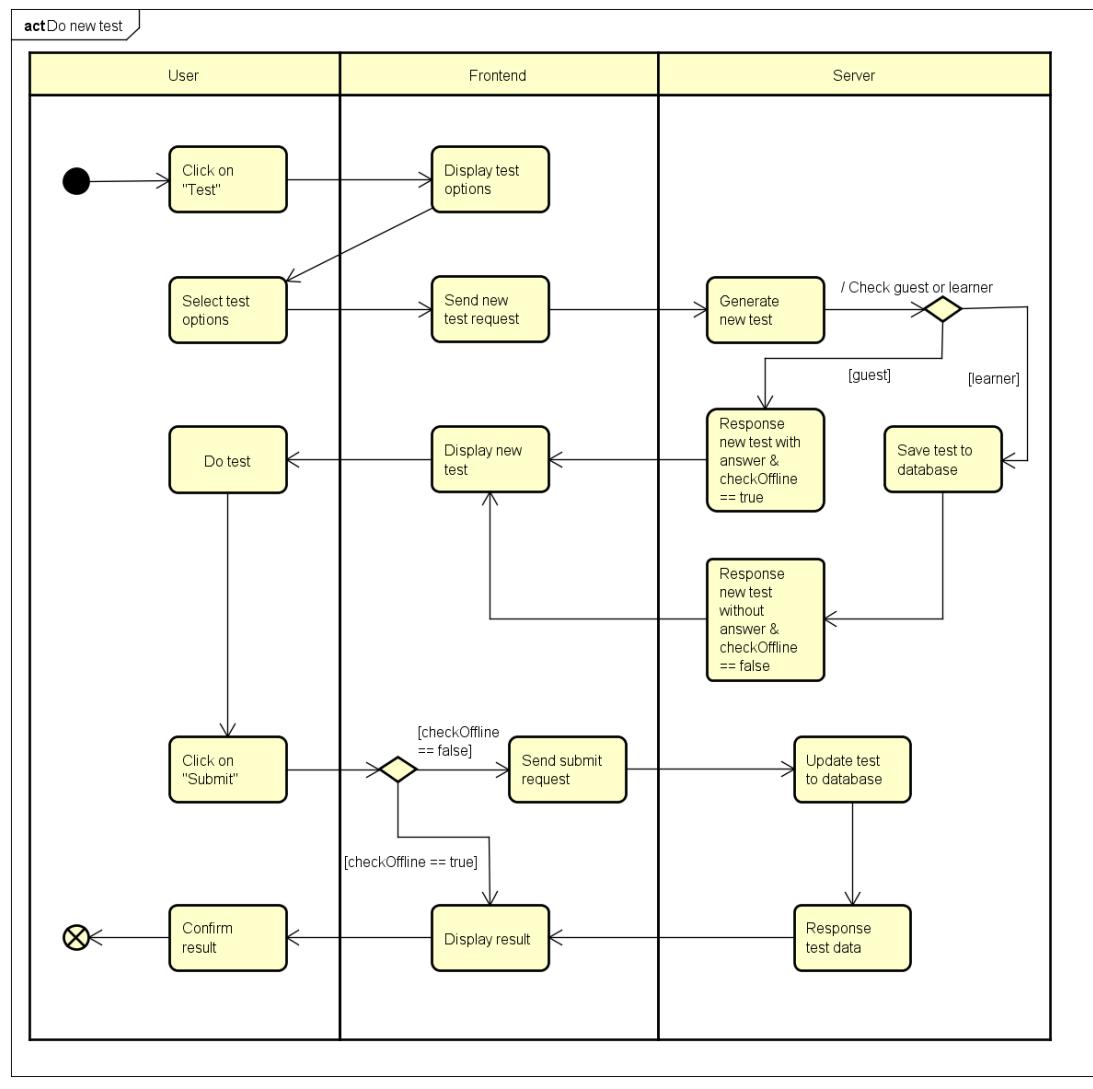


Figure 4-16 Do test activity

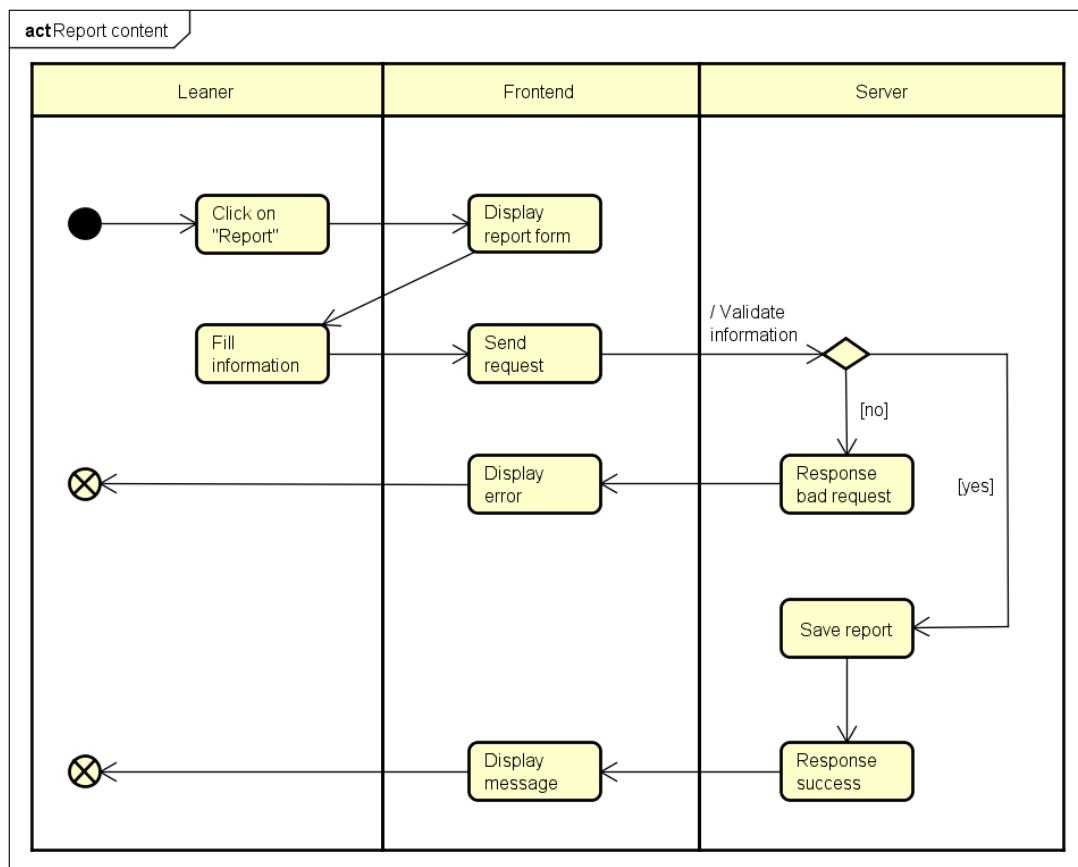


Figure 4-17 Report content activity

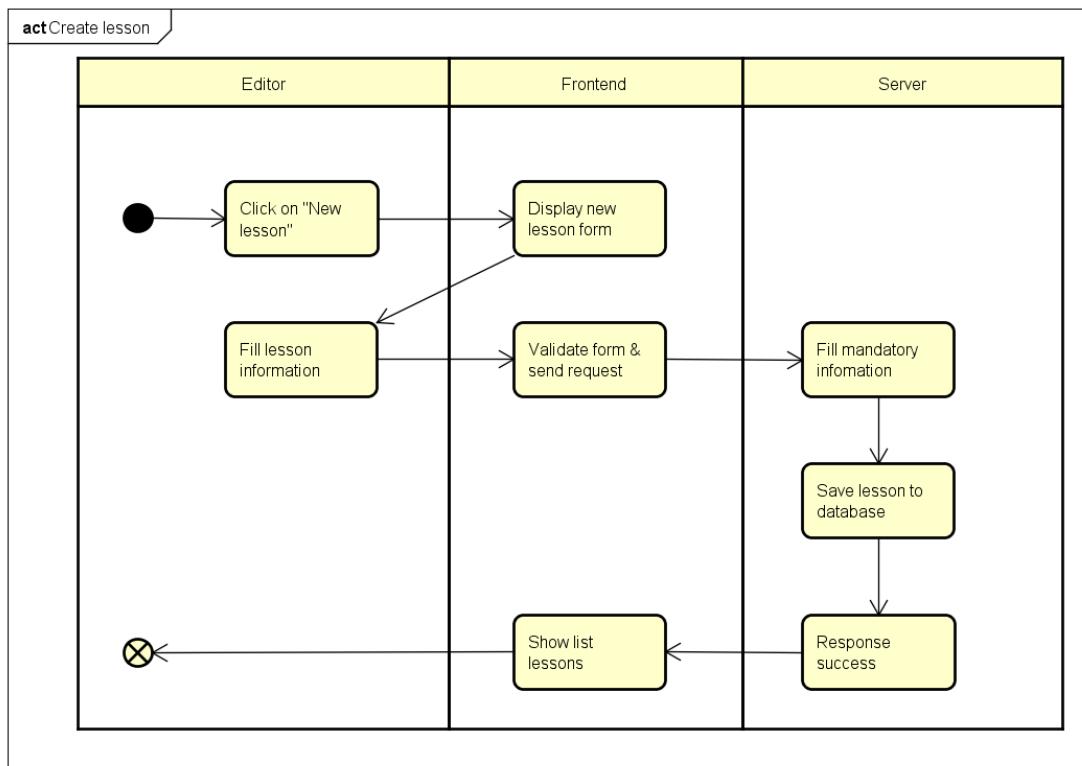


Figure 4-18 Create lesson activity

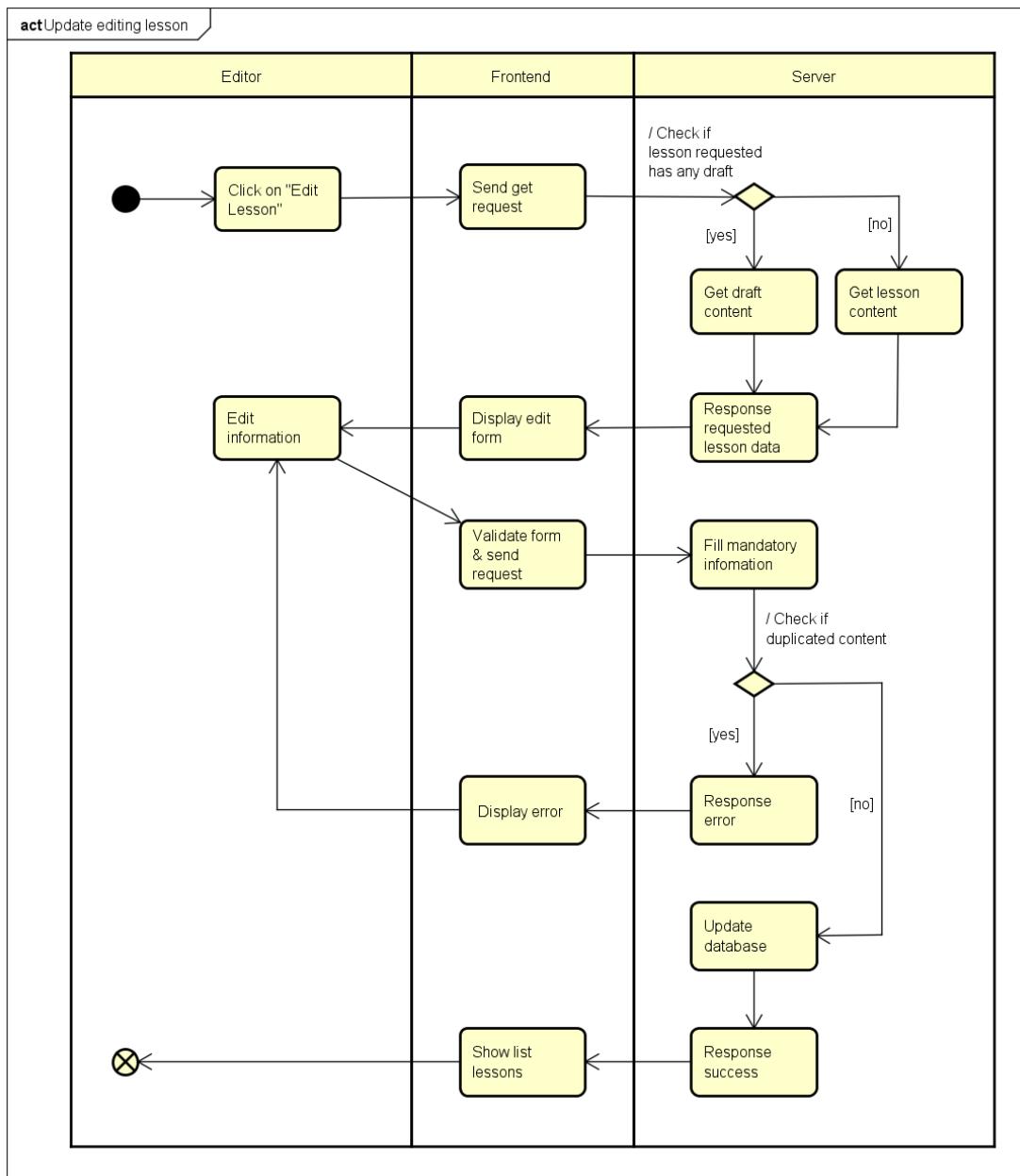


Figure 4-19 Update lesson activity

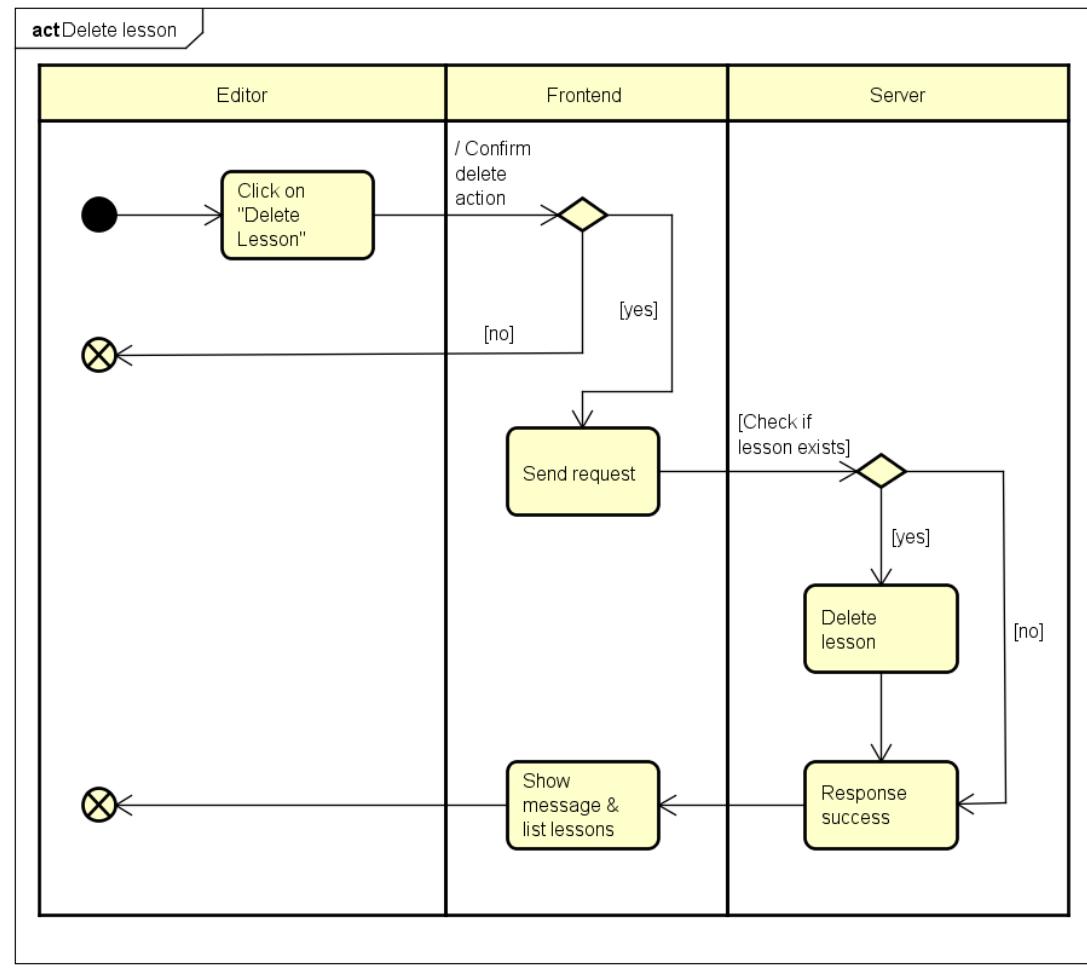


Figure 4-20 Delete lesson activity

4.2.10 Deployment view

Deployment view of Veazy system

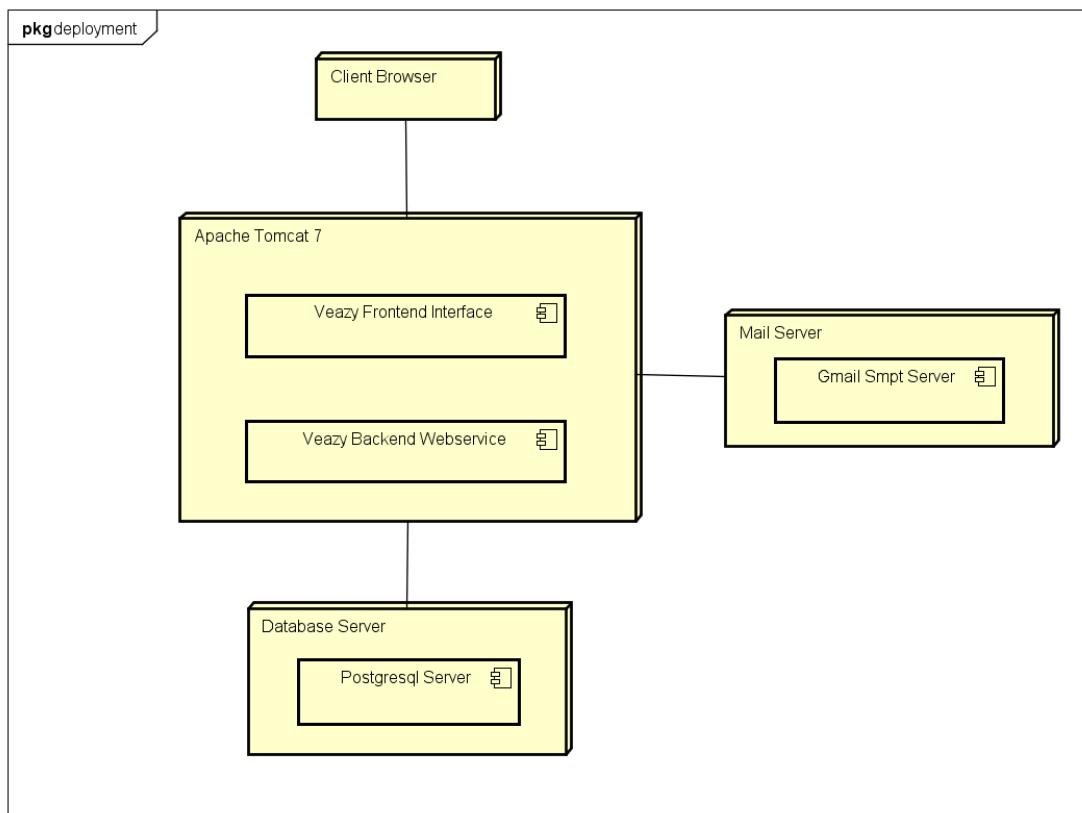


Figure 4-21 Deployment diagram

No.	Name	Description
1	Postgresql Server	Postgresql server to persist data. Postgresql 9.4 or higher
2	Mail Server	Mail server to send email to user
3	Web Server	Web server hosting system
4	Client Browser	Web browser to display system. Firefox 20, Chrome 36 or higher.

4.2.11 Class Design

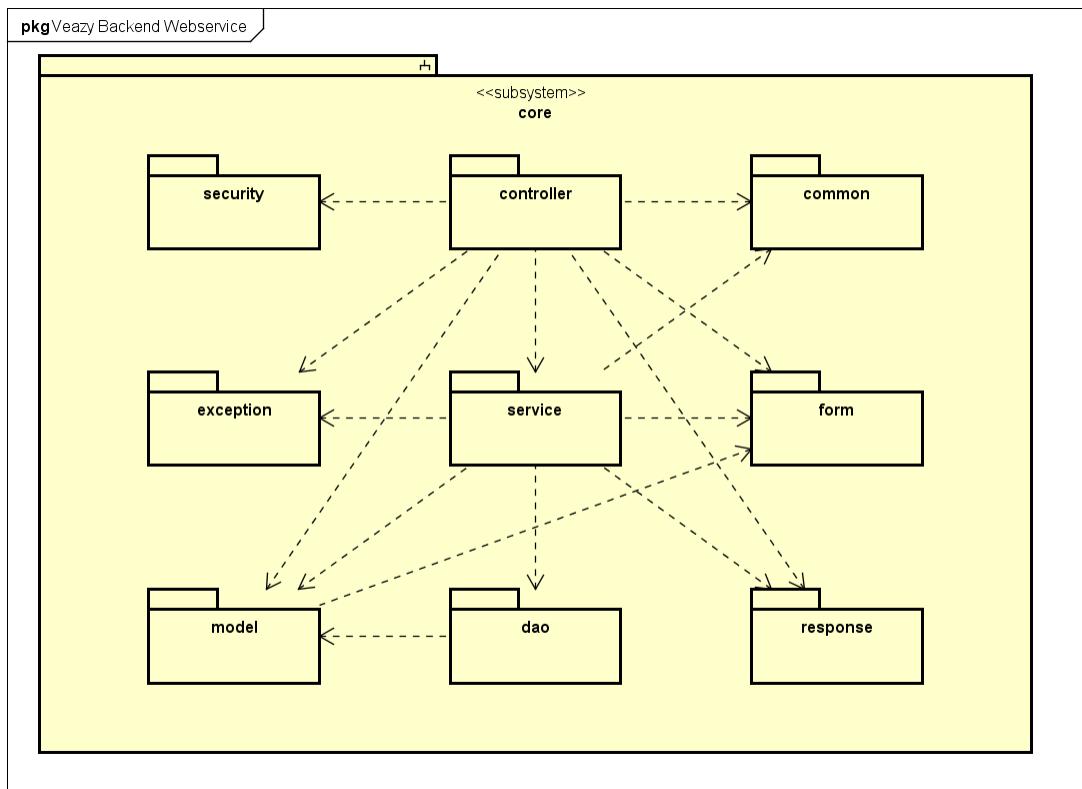


Figure 0: List Packages

No	Package	Language	Description
1	core	JAVA	Contains classes related to core functions
2	common	JAVA	Contains common shared classes
3	controller	JAVA	Contains Spring controllers
4	dao	JAVA	Contains Hibernate data access object classes
5	exception	JAVA	Contains user-defined exceptions
6	form	JAVA	Contains pojo data forms
7	model	JAVA	Contains Spring entity classes
8	response	JAVA	Contains data response classes
9	security	JAVA	Contain classes related to security
10	service	JAVA	Contains Spring service classes

4.2.11.1 core.common Package

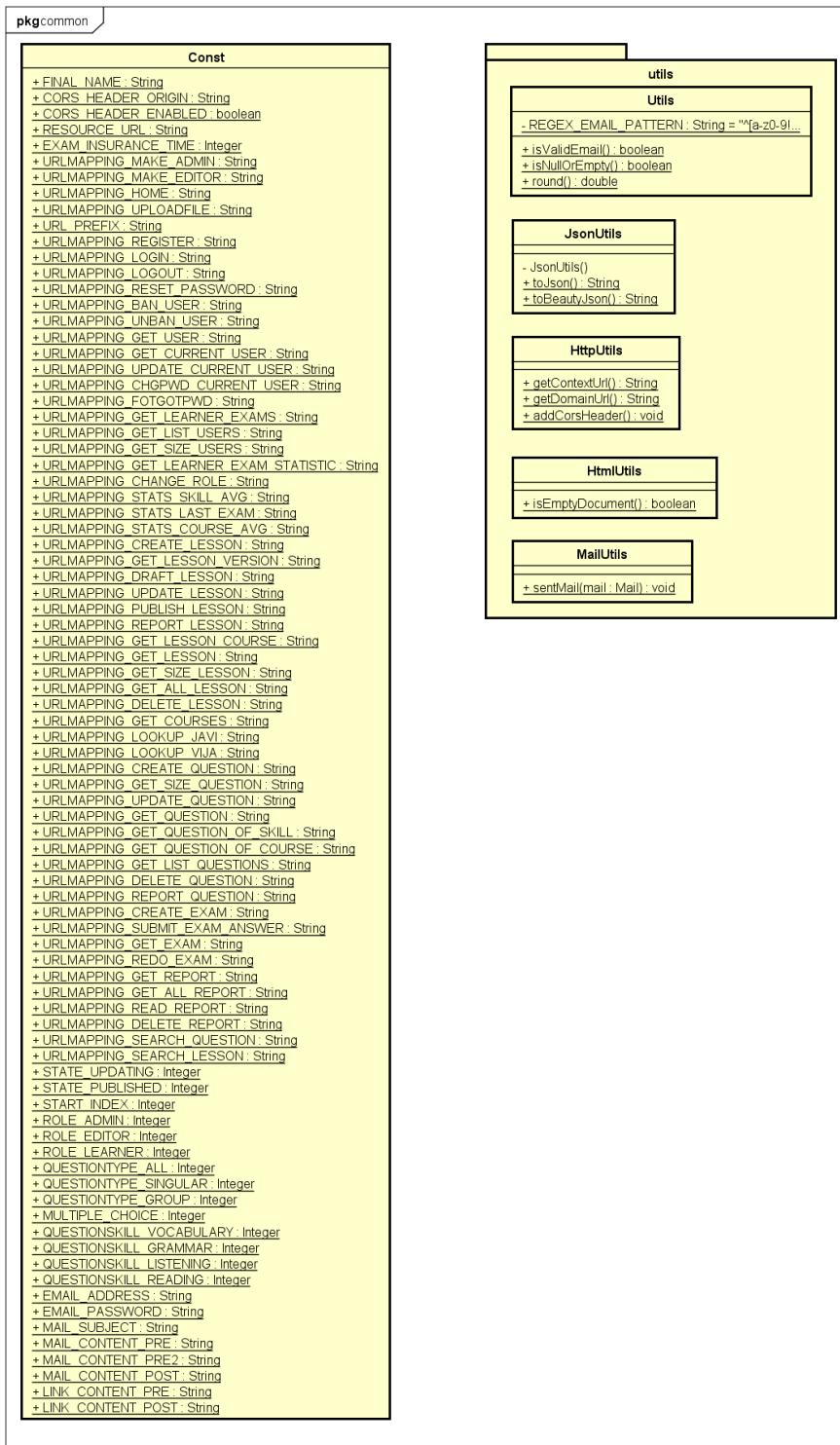


Figure 1: Class diagram core.common package

No	Class Name	Description
1	Const	Contain constant variable
2	Utils	Contain common utility function
3	JsonUtils	Contain utility function about JSON
4	HttpUtils	Contain utility function about http
5	HtmlUtils	Contain utility function about html
6	MailUtils	Contain utility function about mail

4.2.11.1.1 Const class**Attributes**

No	Attribute	Type	Value
1	FINAL_NAME	String	Veazy
2	CORS_HEADER_ORIGIN	String	Origin
3	CORS_HEADER_ENABLED	boolean	TRUE
4	RESOURCE_URL	String	/res
5	EXAM_INSURANCE_TIME	Integer	30
6	URLMAPPING_MAKE_ADMIN	String	/mkad/{user_id}
7	URLMAPPING_MAKE_EDITOR	String	/mked/{user_id}
8	URLMAPPING_HOME	String	/
9	URLMAPPING_UPLOADFILE	String	/uploadfile
10	URL_PREFIX	String	/api
11	URLMAPPING_REGISTER	String	URL_PREFIX + "/register"
12	URLMAPPING_LOGIN	String	URL_PREFIX + "/login"
13	URLMAPPING_LOGOUT	String	URL_PREFIX + "/logout"
14	URLMAPPING_RESET_PASSWORD	String	URL_PREFIX + "/users/reset_password"

15	URLMAPPING_BAN_USER	String	URL_PREFIX + "/users/ban/{user_id}"
16	URLMAPPING_UNBAN_USER	String	URL_PREFIX + "/users/unban/{user_id}"
17	URLMAPPING_GET_USER	String	URL_PREFIX + "/users/{user_id}"
18	URLMAPPING_GET_CURRENT_USER	String	URL_PREFIX + "/user"
19	URLMAPPING_UPDATE_CURRENT_USER	String	URL_PREFIX + "/user/update"
20	URLMAPPING_CHGPWD_CURRENT_USER	String	URL_PREFIX + "/user/chgpwd"
21	URLMAPPING_FOTGOTPWD	String	URL_PREFIX + "/user/forgotpwd"
22	URLMAPPING_GET_LEARNER_EXAMS	String	URL_PREFIX + "/user/exams"
23	URLMAPPING_GET_LIST_USERS	String	URL_PREFIX + "/users"
24	URLMAPPING_GET_SIZE_USERS	String	URL_PREFIX + "/users/count"
25	URLMAPPING_GET_LEARNER_EXAM_STATISTIC	String	URL_PREFIX + "/users/{user_id}/exams/statistics"
26	URLMAPPING_CHANGE_ROLE	String	URL_PREFIX + "/users/change_roll/{user_id}"
27	URLMAPPING_STATS_SKILL_AVG	String	URL_PREFIX + "/stats/skill/avg"
28	URLMAPPING_STATS_LAST_EXAM	String	URL_PREFIX + "/stats/exam/last/{number}"
29	URLMAPPING_STATS_COURSE_AVG	String	URL_PREFIX + "/stats/course/avg"
30	URLMAPPING_CREATE_LESSON	String	URL_PREFIX + "/lessons/new"
31	URLMAPPING_GET_LESSON_VERSION	String	URL_PREFIX + "/lessons/{lesson_id}/ver{version}"
32	URLMAPPING_DRAFT_LESSON	String	URL_PREFIX + "/lessons/savedraft/{lesson_id}"
33	URLMAPPING_UPDATE_LESSON	String	URL_PREFIX + "/lessons/update/{lesson_id}"

34	URLMAPPING_PUBLISH_LESSON	String	URL_PREFIX + "/lessons/publish/{lesson_id}"
35	URLMAPPING_REPORT_LESSON	String	URL_PREFIX + "/lessons/report/{lesson_id}"
36	URLMAPPING_GET_LESSON_COURSE	String	URL_PREFIX + "/courses/{course_id}/lessons"
37	URLMAPPING_GET_LESSON	String	URL_PREFIX + "/lessons/{lesson_id}"
38	URLMAPPING_GET_SIZE_LESSON	String	URL_PREFIX + "/lessons/count"
39	URLMAPPING_GET_ALL_LESSON	String	URL_PREFIX + "/lessons"
40	URLMAPPING_DELETE_LESSON	String	URL_PREFIX + "/lessons/delete/{lesson_id}"
41	URLMAPPING_GET_COURSES	String	URL_PREFIX + "/courses"
42	URLMAPPING_LOOKUP_JAVI	String	URL_PREFIX + "/dict/javi/"
43	URLMAPPING_LOOKUP_VIJA	String	URL_PREFIX + "/dict/vija/"
44	URLMAPPING_CREATE_QUESTION	String	URL_PREFIX + "/questions/new"
45	URLMAPPING_GET_SIZE_QUESTION	String	URL_PREFIX + "/questions/count"
46	URLMAPPING_UPDATE_QUESTION	String	URL_PREFIX + "/questions/update/{question_id}"
47	URLMAPPING_GET_QUESTION	String	URL_PREFIX + "/questions/{question_id}"
48	URLMAPPING_GET_QUESTION_OF_SKILL	String	URL_PREFIX + "/skill/{skill_id}/questions"
49	URLMAPPING_GET_QUESTION_OF_COURSE	String	URL_PREFIX + "/courses/{course_id}/questions"
50	URLMAPPING_GET_LIST_QUESTIONS	String	URL_PREFIX + "/questions"
51	URLMAPPING_DELETE_QUESTION	String	URL_PREFIX + "/questions/delete/{question_id}"
52	URLMAPPING_REPORT_QUESTION	String	URL_PREFIX + "/questions/report/{question_id}"

53	URLMAPPING_CREATE_EXAM	String	URL_PREFIX + "/exams"
54	URLMAPPING_SUBMIT_EXAM_ANSWER	String	URL_PREFIX + "/exams/submit"
55	URLMAPPING_GET_EXAM	String	URL_PREFIX + "/exams/{exam_id}"
56	URLMAPPING_REDO_EXAM	String	URL_PREFIX + "/exams/{exam_id}/redo"
57	URLMAPPING_GET_REPORT	String	URL_PREFIX + "/report/get/{report_id}"
58	URLMAPPING_GET_ALL_REPORT	String	URL_PREFIX + "/report/all"
59	URLMAPPING_READ_REPORT	String	URL_PREFIX + "/report/read/{report_id}"
60	URLMAPPING_DELETE_REPORT	String	URL_PREFIX + "/report/delete/{report_id}"
61	URLMAPPING_SEARCH_QUESTION	String	URL_PREFIX + "/search/question"
62	URLMAPPING_SEARCH_LESSON	String	URL_PREFIX + "/search/lesson"
63	UPDATING	Integer	1
64	PUBLISHED	Integer	2
65	START_INDEX	Integer	1
66	ROLE_ADMIN	Integer	1
67	ROLE_EDITOR	Integer	2
68	ROLE_LEARNER	Integer	3
69	QUESTIONTYPE_ALL	Integer	0
70	QUESTIONTYPE_SINGULAR	Integer	1
71	QUESTIONTYPE_GROUP	Integer	2
72	MULTIPLE_CHOICE	Integer	1
73	QUESTIONSKILL_VOCABULARY	Integer	1
74	QUESTIONSKILL_GRAMMAR	Integer	2

75	QUESTSKILL_LISTENING	Integer	3
76	QUESTSKILL_READING	Integer	4
77	EMAIL_ADDRESS	String	veazysystem@gmail.com
78	EMAIL_PASSWORD	String	veazy123
79	MAIL SUBJECT	String	Veazy Reset Password
80	MAIL_CONTENT_PRE	String	Hey
81	MAIL_CONTENT_PRE2	String	,\nSomeone has requested a new password for your Veazy account.\n
82	MAIL_CONTENT_POST	String	If you didn't make this request then you can safely ignore this email.\nBest,\n\nThe Veazy Team
83	LINK_CONTENT_PRE	String	<a href=\"
84	LINK_CONTENT_PRE	String	\">Reset Password

4.2.11.1.2 Utils class

Attributes

No	Attribute	Type	Note	Description
1	REGEX_EMAIL_PATTERN	String	private	Regex pattern to determine an email

Methods

No	Method	Description
1	isValidEmail()	Check if a string is a valid email or not.
2	isNullOrEmpty()	Check if a string is null or empty.
3	round()	round a decimal number

4.2.11.1.3 JsonUtils class

Methods

No	Method	Description
1	toJson()	Convert an object to a json format
2	toBeautyJson()	Convert an object to a beautiful json format

**4.2.11.1.4 HttpUtils Class
Methods**

No	Method	Description
1	getContextUrl()	Extracts context url from requested url
2	addCorsHeader()	Adds CORS headers if enabled

**4.2.11.1.5 HtmlUtils Class
Methods**

No	Method	Description
1	isEmptyDocument()	Check if Html document is empty

**4.2.11.1.6 MailUtils Class
Methods**

No	Method	Description
1	sentMail()	Send an email

4.2.11.2 core.controller Package

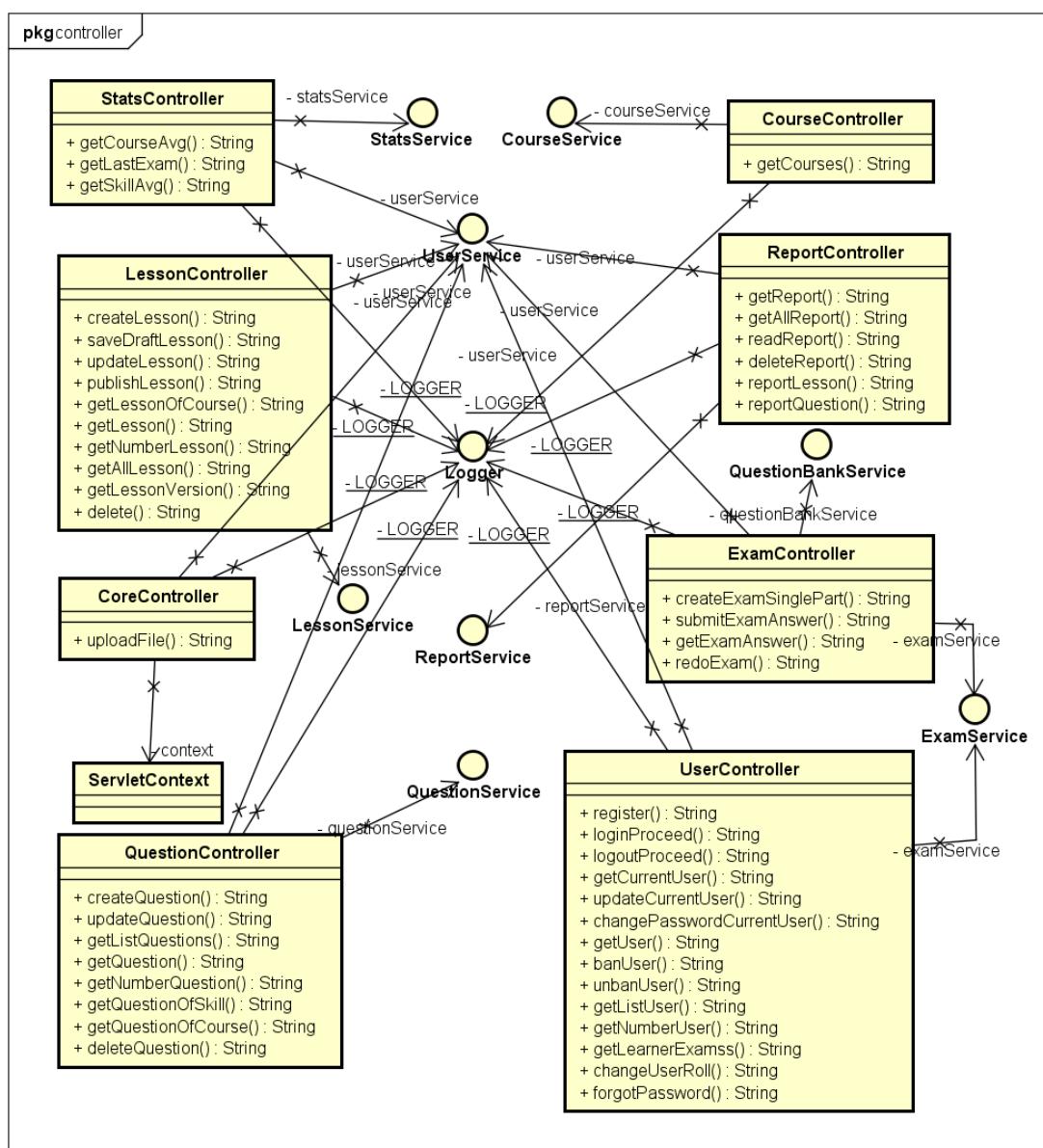


Figure 2: Class diagram `core.controller` package

No	Class Name	Description
1	CoreController	Control core API
2	CourseController	Control course API
3	ExamController	Control exam API
4	LessonController	Control lesson API
5	QuestionController	Control question API
6	ReportController	Control report API
8	StatsController	Control user statistic API
9	UserController	Control user API

4.2.11.2.1 CoreController Class Methods

No	Method	Description
2	uploadFile()	To upload file

4.2.11.2.2 CourseController Class Methods

No	Method	Description
1	getCourses()	Return all courses

4.2.11.2.3 ExamController Class Methods

No	Method	Description
1	createExamSinglePart()	Generate an exam for learner and return the exam.
2	submitExamAnswer()	Submit exam answers.
3	getExamAnswer()	Return the answer of an exam
4	redoExam()	Return an exam the user had done.

4.2.11.2.4 LessonController Class Methods

No	Method	Description
1	createLesson	Create a lesson.
2	saveDraftLesson	Save lesson as draft.
3	updateLesson	Update a lesson.
4	publishLesson	Make updating lesson version to publish state.
5	getLessonOfCourse	Return all lesson of a course.
6	getLesson	Return a lesson.
7	getNumberLesson	Return the number of lesson in system.
8	getAllLesson	Return all lesson of system
9	getLessonVersion	Return the version of lesson
10	delete	Delete a lesson

4.2.11.2.5 QuestionController Class Methods

No	Method	Description
1	createQuestion()	Create a question.
2	updateQuestion()	Update a question.
3	getListQuestions()	Return list of question.
4	getQuestion()	Return a question.
5	getNumberQuestion()	Return the number of question in system.
6	getQuestionOfSkill()	Return all question by a skill.
7	getQuestionOfCourse()	Return all question in a course.
8	deleteQuestion()	Delete a question.

4.2.11.2.6 ReportController Class Methods

No	Method	Description
1	getReport ()	Return a report
2	getAllReport ()	Return all report
3	readReport ()	Make a report as read state
4	deleteReport ()	Delete a report
5	reportLesson	Report a lesson.
6	reportQuestion()	Report a question.

4.2.11.2.7 StatsController Class Methods

No	Method	Description
1	getCourseAvg	Return the average point of a course.
2	getLastExam	Return the last exam of user
3	getSkillAvg	Return the average point of a test skill.

4.2.11.2.8 UserController Class Methods

No	Method	Description
1	register()	Sign up an account
2	loginProceed()	Login to system
3	logoutProceed()	Logout system
4	getCurrentUser()	Return current user information
5	updateCurrentUser()	Update user information
6	changePasswordCurrentUser()	Change password
7	getUser()	Return an user information
8	banUser()	Ban a user.
9	unbanUser()	Unban a user.

10	getListUser()	Return list of the user.
11	getNumberUser()	Return the number of user in system.
12	getLearnerExamss()	Return the done exam of a learner.
13	changeUserRoll()	Change user role.

4.2.11.3 core.dao Package

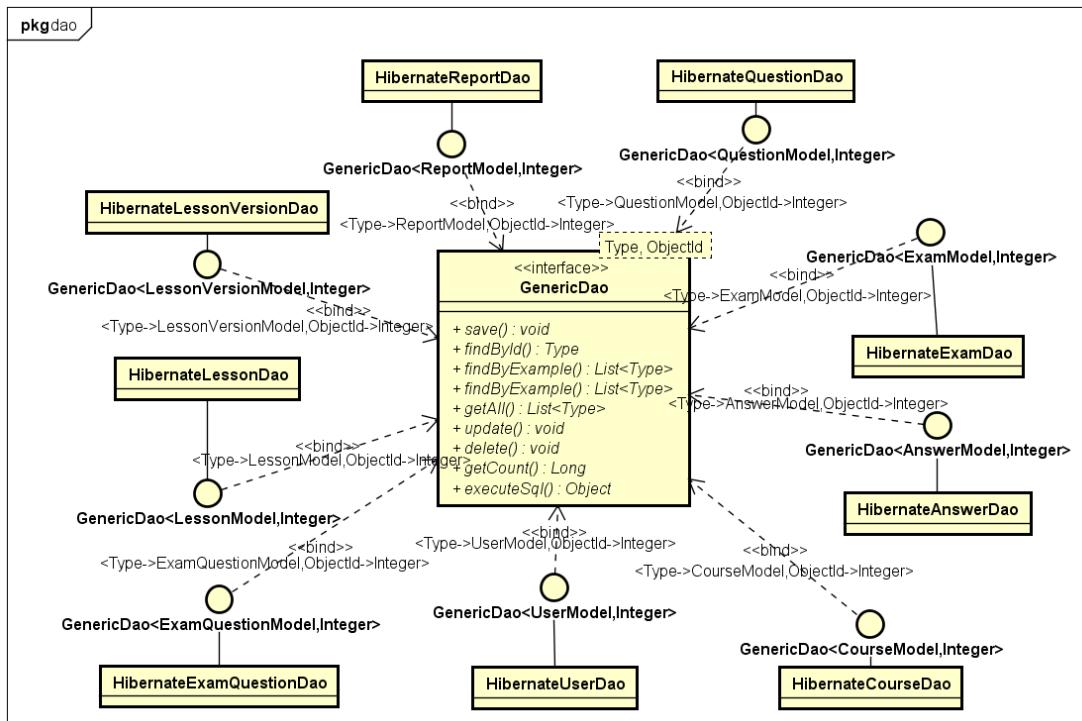


Figure 3: Class diagram core.dao package

No	Class Name	Description
1	<code>HibernateCourseDao</code>	Provides methods to manage course data in database
2	<code>HibernateExamDao</code>	Provides methods to manage test data in database
3	<code>HibernateLessonDao</code>	Provides methods to manage lesson data in database
4	<code>HibernateLessonVersionDao</code>	Provides methods to manage versions of lesson in database
5	<code>HibernateQuestionDao</code>	Provides methods to manage question data in database
6	<code>HibernateReportDao</code>	Provides methods to manage report data in database
7	<code>HibernateUserDao</code>	Provides methods to manage user data in database
8	<code>HibernateAnswerDao</code>	Provides methods to manage course data in database
9	<code>HibernateExamQuestionDao</code>	Provides methods to manage test data in database

4.2.11.3.1 HibernateCourseDao Class Methods

No	Method	Description
1	save()	Save a course to database
2	findById()	Find a course by its id
3	findByExample()	Find all course have same feature with example
4	findByExample()	Find some course have same feature with example
5	getAll()	Return all course
6	update()	Update a course
7	delete()	Delete a course
8	getCount()	Return the number of the course in database
9	executeSql()	Return the courses execute by sql

4.2.11.3.2 HibernateExamDao Class Methods

No	Method	Description
1	save()	Save an exam to database
2	findById()	Find an exam by its id
3	findByExample()	Find all exam have same feature with example
4	findByExample()	Find some exam have same feature with example
5	getAll()	Return all exam
6	update()	Update an exam
7	delete()	Delete an exam
8	getCount()	Return the number of the exam in database
9	executeSql()	Return the exams execute by sql

4.2.11.3.3 HibernateLessonDao Class Methods

No	Method	Description
1	save()	Save a lesson to database
2	findById()	Find a lesson by its id
3	findByExample()	Find all lesson have same feature with example
4	findByExample()	Find some lesson have same feature with example
5	getAll()	Return all lesson
6	update()	Update a lesson
7	delete()	Delete a lesson
8	getCount()	Return the number of the lesson in database
9	executeSql()	Return the lessons execute by sql

4.2.11.3.4 HibernateLessonVersionDao Class Methods

No	Method	Description
1	save()	Save a lesson version to database
2	findById()	Find a lesson version by its id
3	findByExample()	Find all lesson version have same feature with example
4	findByExample()	Find some lesson version have same feature with example
5	getAll()	Return all lesson version
6	update()	Update a lesson version
7	delete()	Delete a lesson version
8	getCount()	Return the number of the lesson version in database
9	executeSql()	Return the lesson versions execute by sql

4.2.11.3.5 HibernateQuestionDao Class**Methods**

No	Method	Description
1	save()	Save a question to database
2	findById()	Find a question by its id
3	findByExample()	Find all question have same feature with example
4	findByExample()	Find some question have same feature with example
5	getAll()	Return all question
6	update()	Update a question
7	delete()	Delete a question
8	getCount()	Return the number of the question in database
9	executeSql()	Return the questions execute by sql

4.2.11.3.6 HibernateReportDao Class**Methods**

No	Method	Description
1	save()	Save a report to database
2	findById()	Find a report by its id
3	findByExample()	Find all report have same feature with example
4	findByExample()	Find some report have same feature with example
5	getAll()	Return all report
6	update()	Update a report
7	delete()	Delete a report
8	getCount()	Return the number of the report in database
9	executeSql()	Return the reports execute by sql

4.2.11.3.8 HibernateUserDao Class Methods

No	Method	Description
1	save()	Save an account to database
2	findById()	Find an account by its id
3	findByExample()	Find all account have same feature with example
4	findByExample()	Find some account have same feature with example
5	getAll()	Return all account
6	update()	Update an account
7	delete()	Delete an account
8	getCount()	Return the number of the account in database
9	executeSql()	Return the accounts execute by sql

4.2.11.3.9 HibernateAnswerDao Class Methods

No	Method	Description
1	save()	Save an answer to database
2	findById()	Find an answer by its id
3	findByExample()	Find all answer have same feature with example
4	findByExample()	Find some answer have same feature with example
5	getAll()	Return all answer
6	update()	Update an answer
7	delete()	Delete an answer
8	getCount()	Return the number of the answer in database
9	executeSql()	Return the answer execute by sql

4.2.11.3.10 HibernateExamQuestionDao Class Methods

No	Method	Description
1	save()	Save an exam question to database
2	findById()	Find an exam question by its id
3	findByExample()	Find all exam question have same feature with example
4	findByExample()	Find some exam question have same feature with example
5	getAll()	Return all exam question
6	update()	Update an exam question
7	delete()	Delete an exam question
8	getCount()	Return the number of the exam question in database
9	executeSql()	Return the exam questions execute by sql

4.2.11.4 core.exception Package

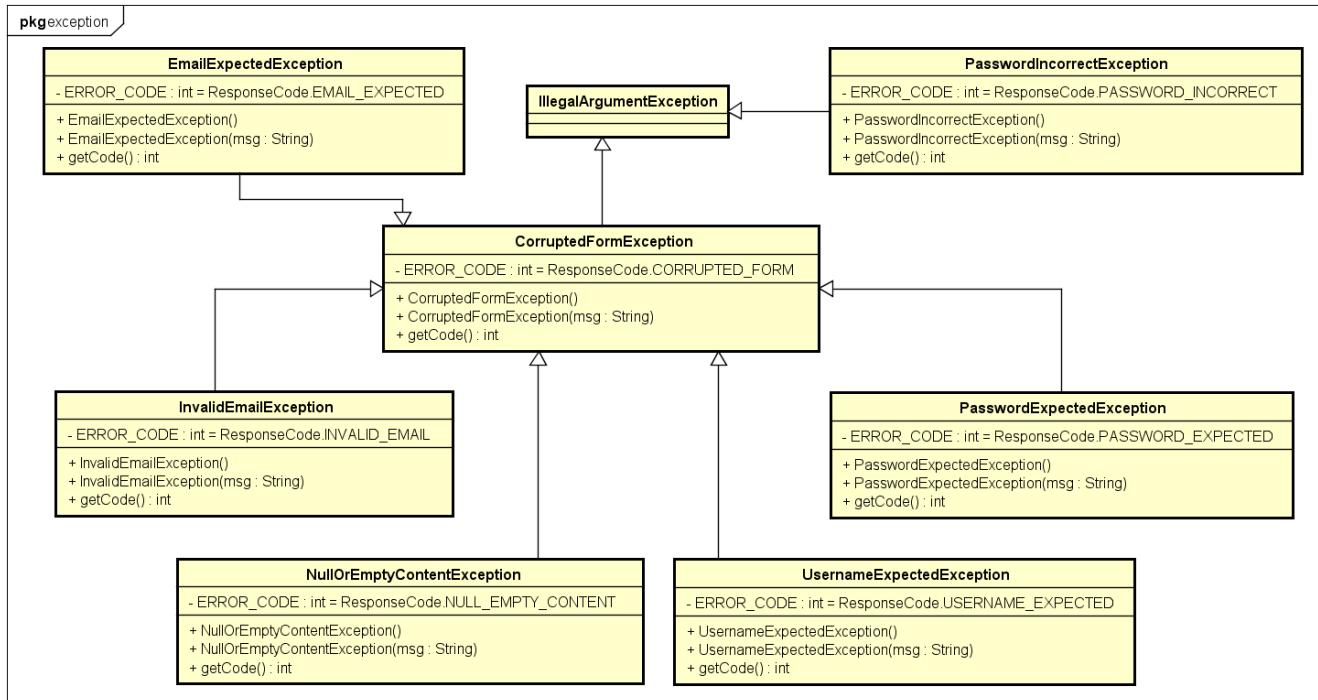


Figure 4: Class diagram Practice core.exception package

No	Class Name	Description
1	CorruptedFormException	Exception throwed when user submitted a corrupted form i.e. form that does not have enough expected data
2	EmailExpectedException	Exception throwed when submitted form does not contain email
3	InvalidEmailException	Exception throwed when submitted form contains invalid email
4	PasswordExpectedException	Exception throwed when submitted form does not contain password
5	PasswordIncorrectException	Exception throwed when submitted form contains incorrect username or password
6	UsernameExpectedException	Exception throwed when submitted form does not contain username

7	NullOrEmptyContentException	Exception throwed when submitted data is null or empty
---	-----------------------------	--

4.2.11.4.1 CorruptedFormException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.2 EmailExpectedException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.3 InvalidEmailException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.4 PasswordExpectedException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.5 PasswordIncorrectException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.6 UsernameExpectedException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.4.7 NullOrEmptyContentException Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	ERROR_CODE	int		private	

Methods

No	Method	Description
1	getCode()	

4.2.11.5 core.form Package

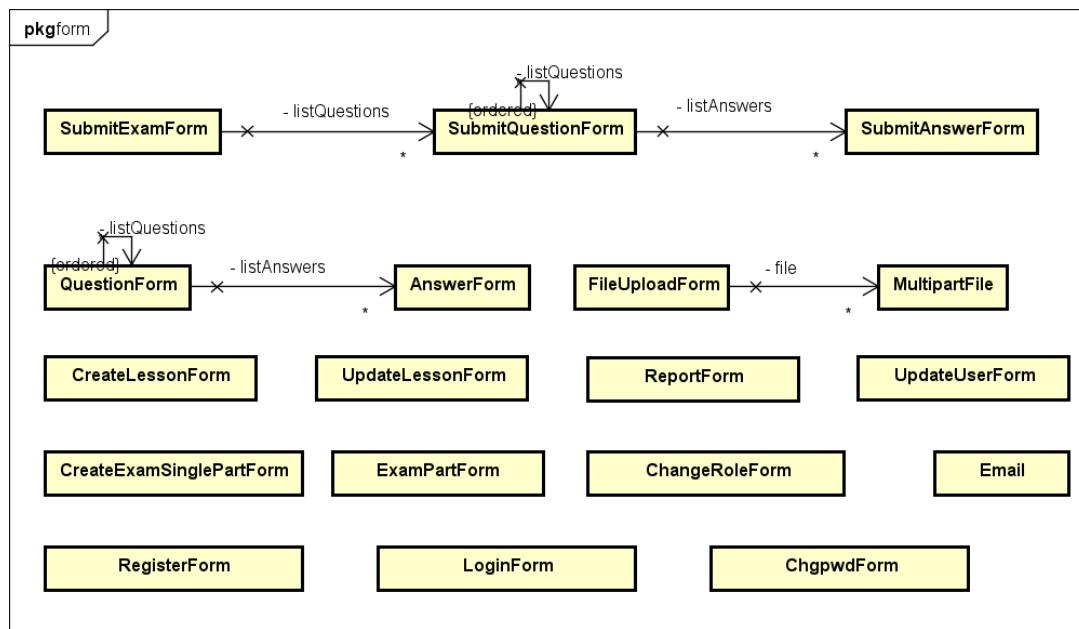


Figure 5: Class diagram `core.form` package

No	Class Name	Description
1	AnswerForm	Answer form
2	ChangeRoleForm	Change user role form
3	ChgpwdForm	Change password form
4	CreateExamSinglePartForm	Create exam form
5	CreateLessonForm	Create lesson form
6	ExamPartForm	Form for generating a exam
7	FileUploadForm	Upload file form
8	LoginForm	Login form Lookup word form
9	QuestionForm	Get a question form
10	RegisterForm	Register form
11	ReportForm	Report a question or lesson form
12	SubmitExamForm	Submit an exam
13	SubmitQuestionForm	Submit questions of an exam

14	SubmitAnswerForm	Submit answers of a question
15	UpdateLessonForm	Update question lesson form
16	UpdateUserForm	Update user form
17	Mail	Send email form

4.2.11.5.1 AnswerForm Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	String	private	The question answer.
2	isRight	Boolean	private	The answer is correct or not

4.2.11.5.2 ChangeRoleForm Class**Attributes**

No	Attribute	Type	Note	Description
1	userId	Integer	private	The user id.
2	role	Integer	private	The new role of user.

4.2.11.5.3 ChgpwdForm Class**Attributes**

No	Attribute	Type	Note	Description
1	oldPassword	String	private	Old password.
2	newPassword	String	private	New password.

4.2.11.5.4 CreateExamSinglePartForm Class**Attributes**

No	Attribute	Type	Note	Description
1	courseId	Integer	private	The course of the exam
2	skill	Integer	private	The skill of the exam
3	numberOfQuestion	Integer	private	The number question of the exam

4.2.11.5.5 CreateLessonForm Class

Attributes

No	Attribute	Type	Note	Description
1	courseId	Integer	private	The course id of lesson.
2	lessonTitle	String	private	The lesson title.
3	description	String	private	The lesson description.
4	vocabulary	String	private	The lesson vocabulary.
5	grammar	String	private	The lesson grammar.
6	reading	String	private	The lesson reading part.
7	listening	String	private	The lesson listening part.
8	practice	String	private	The lesson practice part.
9	article	String	private	The lesson article.

4.2.11.5.6 ExamPartForm Class

Attributes

No	Attribute	Type	Note	Description
1	skill	int	private	The skill of exam.
2	numberOfQuestion	int	private	The number of question in exam.

4.2.11.5.7 FileUploadForm Class

4.2.11.5.8 LoginForm Class

Attributes

No	Attribute	Type	Note	Description
1	username	String	private	The user name.
2	encryptedPassword	String	private	The user password has been encrypted.

4.2.11.5.9 QuestionForm Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question Id.
2	questionAnswerType	Integer	private	The question answer type.
3	questionType	Integer	private	The question type.
4	questionSkill	Integer	private	The question skill.
5	courseId	Integer	private	The course id of question.
6	creatorId	Integer	private	The id of user who create question.
7	numberOfQuestion	Integer	private	The number of child question.
8	etaTime	Integer	private	Estimate time to complete the question
9	question	String	private	The question.
10	attachment	String	private	The file attach with question

4.2.11.5.10 RegisterForm Class**Attributes**

No	Attribute	Type	Note	Description
1	username	String	private	The user name.
2	password	String	private	The user password.
3	email	String	private	The user email.

4.2.11.5.11 ReportForm Class**Attributes**

No	Attribute	Type	Note	Description
1	content	String	private	The report content.

4.2.11.5.12 SubmitExamForm Class**Attributes**

No	Attribute	Type	Note	Description
1	examId	Integer	private	The exam id.
2	takenTime	Integer	private	The time user do exam.

4.2.11.5.13 SubmitQuestionForm Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question id.

4.2.11.5.14 SubmitAnswerForm Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	String	private	The answer
2	isSelected	Boolean	private	User select this answer or not

4.2.11.5.15 UpdateLessonForm Class**Attributes**

No	Attribute	Type	Note	Description
1	lessonId	Integer	private	The lesson id
2	courseId	Integer	private	The course id of lesson.
3	lessonTitle	String	private	The lesson title.
4	description	String	private	The lesson description.
5	vocabulary	String	private	The lesson vocabulary.
6	grammar	String	private	The lesson grammar.
7	reading	String	private	The lesson reading part.
8	listening	String	private	The lesson listening part.
9	practice	String	private	The lesson practice part.
10	article	String	private	The lesson article.

4.2.11.5.16 UpdateUserForm Class**Attributes**

No	Attribute	Type	Note	Description
1	firstName	String	private	The user first name.
2	lastName	String	private	The user last name.
3	dob	Long	private	date of birth
4	address	String	private	The user address.
5	hobby	String	private	The user hobby.
6	bio	String	private	The user introduction.
7	website	String	private	The user website.
8	quote	String	private	Favorite quote

4.2.11.5.17 Email Class**Attributes**

No	Attribute	Type	Note	Description
1	senderEmailAddress	String	private	Email address of sender
2	senderPassword	String	private	Password of sender
3	receiverEmailAddres s	String	private	Email address of receiver
4	emailSubject	String	private	Email subject
5	emailContent	String	private	Email content
6	emailContentType	String	private	Email content type

4.2.11.6 core.model package

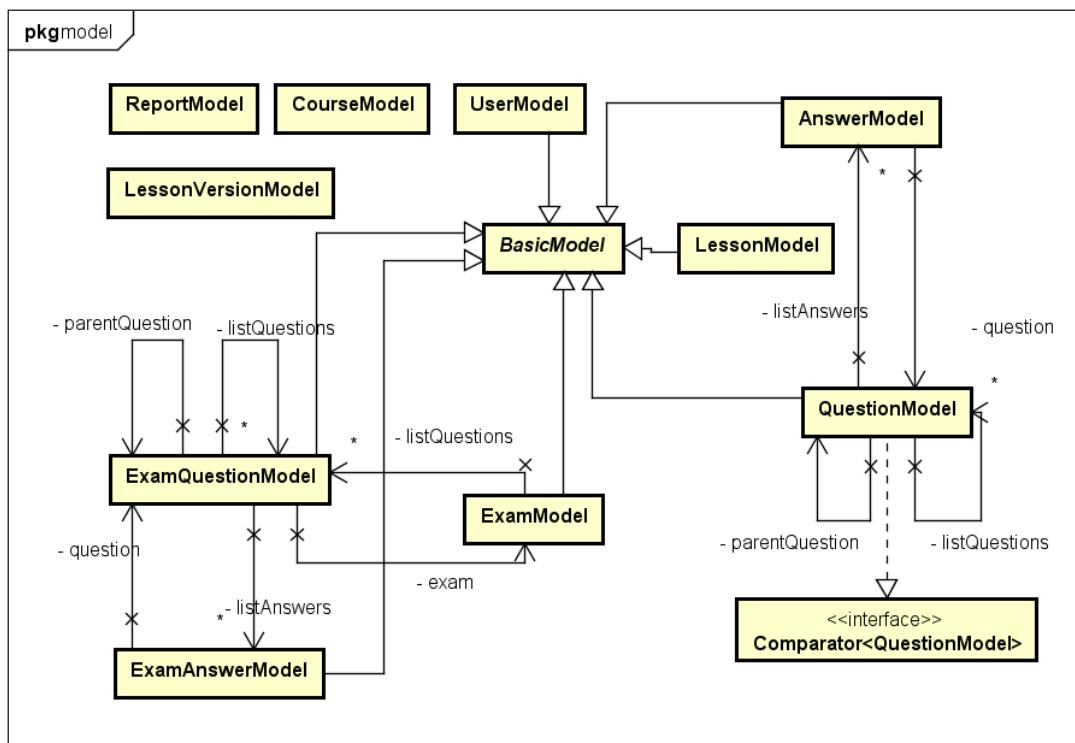


Figure 6: Class diagram `core.model` package

No	Class Name	Description
1	<code>AnswerModel</code>	Answer model
2	<code>BasicModel</code>	Basic model
3	<code>CourseModel</code>	Course model
4	<code>ExamAnswerModel</code>	Exam answer
5	<code>ExamModel</code>	Exam model
6	<code>ExamQuestionModel</code>	Exam question model
7	<code>LessonModel</code>	Lesson model
8	<code>LessonVersionModel</code>	Lesson version model
9	<code>QuestionModel</code>	Question model
10	<code>ReportModel</code>	Report model
11	<code>UserModel</code>	User model

4.2.11.6.1 AnswerModel Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	String	private	The question answer.
2	isRight	Boolean	private	The answer is correct or not

4.2.11.6.2 BasicModel Class**Attributes**

No	Attribute	Type	Note	Description
1	id	Integer	private	The model id
2	createDate	Long	private	The date model is created
3	updateDate	Long	private	The last update date
4	deleteDate	Long	private	The date model is deleted
5	deleteFlag	Boolean	private	The model is deleted or not

4.2.11.6.3 CourseModel Class**Attributes**

No	Attribute	Type	Note	Description
1	id	Integer	private	The course id
2	name	String	private	The course name
3	description	String	private	The course description

4.2.11.6.4 ExamAnswer Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	answer	String		private	The answer.
2	isRight	Boolean		private	The answer is correct or not.
3	isSelected	Boolean		private	The answer is selected by learner or not.

4.2.11.6.5 ExamModel Class**Attributes**

No	Attribute	Type	Note	Description
1	userId	Integer	private	The id of user who do exam
2	courseId	Integer	private	The course id of exam
3	questionSkill	Integer	private	The skill of exam
4	result	Double	private	The result
5	takenTime	Integer	private	The time user do exam
6	etaTime	Integer	private	The total time of exam
7	finishState	Boolean	private	The exam has been finished or not

4.2.11.6.6 ExamQuestionModel Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question id
2	question	String	private	The question
3	questionType	Integer	private	The question type
4	numberOfQuestion	Integer	private	The number of child question
5	questionAnswerType	Integer	private	The question answer type
6	attachment	String	private	The file attach with question
7	isChanged	Boolean	private	The question has been changed or not

4.2.11.6.7 LessonModel Class**Attributes**

No	Attribute	Type	Note	Description
1	index	Integer	private	The index of lesson in course.
2	courseId	Integer	private	The course id of lesson.
3	currentVersionId	Integer	private	The current lesson version id.

4.2.11.6.8 LessonVersionModel Class

Attributes

No	Attribute	Type	Note	Description
1	id	Integer	private	The lesson version id
2	createDate	Long	private	The create date.
3	updateDate	Long	private	The update date
4	lessonId	Integer	private	The lesson id.
5	version	Integer	private	The lesson version
6	state	Integer	private	The state of lesson version
7	title	String	private	The lesson title.
8	description	String	private	The lesson description.
9	creatorId	Integer	private	The creator id
10	vocabulary	String	private	The lesson vocabulary.
11	grammar	String	private	The lesson grammar.
12	reading	String	private	The lesson reading part.
13	listening	String	private	The lesson listening part.
14	practice	String	private	The lesson practice part.
15	article	String	private	The lesson article.

4.2.11.6.9 QuestionModel Class

Attributes

No	Attribute	Type	Note	Description
1	questionCode	Integer	private	The question code
2	creatorId	Integer	private	The creator id
3	questionAnswerType	Integer	private	The question answer type
4	questionType	Integer	private	The question type
5	questionSkill	Integer	private	The question skill
6	numberOfQuestion	Integer	private	The number of child questions

7	courseId	Integer	private	The course id
8	question	String	private	The question
9	content	List<Integer>	private	The child questions id
10	state	Integer	private	The question state
11	attachment	Integer	private	The file url attach with question

4.2.11.6.10 ReportModel Class**Attributes**

No	Attribute	Type	Note	Description
1	id	Integer	private	The report id
2	createDate	Long	private	The create date
3	deleteDate	Long	private	The delete date
4	deleteFlag	Long	private	The report is deleted or not
5	senderId	Integer	private	The user who send report
6	receiverId	Integer	private	The user who receive report
7	readFlag	Boolean	private	Check if report is read or not
8	content	String	private	The report content
9	lessonId	Integer	private	The id of lesson is reported
10	questionId	Integer	private	The id of question is reported

4.2.11.6.11 UserModel Class**Attributes**

No	Attribute	Type	Note	Description
1	email	String	private	The user email
2	userName	String	private	The user name
3	encryptedPassword	String	private	The password had been encrypted
4	firstName	String	private	The user first name.
5	lastName	String	private	The user last name.

6	dob	Long	private	Date of birth
7	joinDate	Long	private	The join date
8	address	String	private	The user address.
9	role	Integer	private	The user role
10	hobby	String	private	The user hobby.
11	bio	String	private	The user introduction.
12	website	String	private	The user website.
13	quote	String	private	Favorite quote
14	isBanned	Boolean	private	The user is banned or not

4.2.11.7 core.response Package

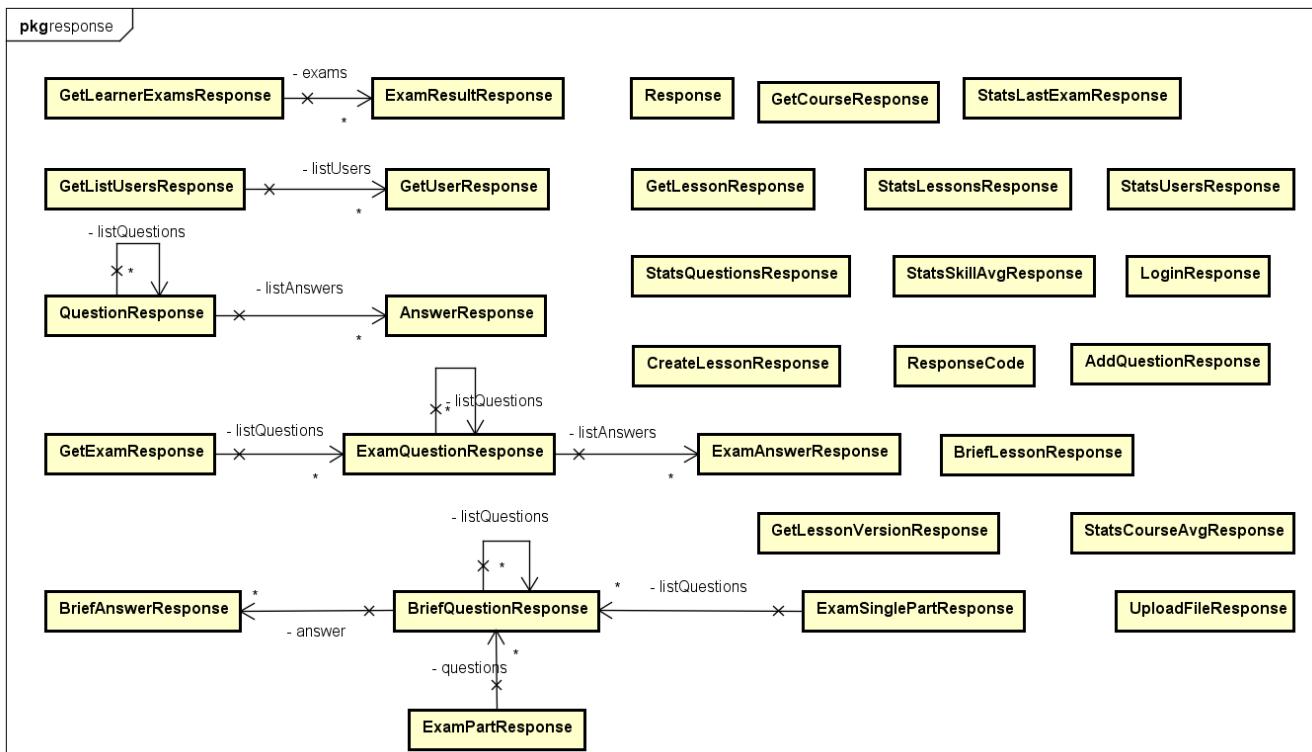


Figure 7: Class diagram `core.response` package

No	Class Name	Description
1	AddQuestionResponse	Response for add question API
2	AnswerResponse	Answer of a question
3	BriefAnswerResponse	Brief of an answer
4	BriefLessonResponse	Brief of an lesson
5	BriefQuestionResponse	Brief of an question
6	CreateLessonResponse	Response for create lesson API
7	ExamAnswerResponse	Answer of a question in exam
8	ExamPartResponse	Response for a generated an exam
9	ExamQuestionResponse	Question in exam
10	ExamResultResponse	Result of exam
11	ExamSinglePartResponse	Response for generating a single-skill exam

12	GetCourseResponse	Response for get course API
13	GetExamResponse	Response for get exam API
14	GetLearnerExamsResponse	Response for get learner exam API
15	GetLessonResponse	Response for get lesson API
16	GetLessonVersionResponse	Response for get lesson version API
17	GetListUsersResponse	Response for get list users API
18	GetUserResponse	Response for get a user API
19	LoginResponse	Response for login API
20	QuestionResponse	Contain question content
21	Response	Response form for all API
22	ResponseCode	Return code for each API
23	StatsCourseAvgResponse	Response for get statistic of exam in a course API
24	StatsLastExamResponse	Response for get statistic of last exam API
25	StatsLessonsResponse	Response for get statistic of lesson API
26	StatsQuestionsResponse	Response for get statistic of question API
27	StatsSkillAvgResponse	Response for get statistic of exam in a skill API
28	StatsUsersResponse	Response for get statistic of an user API
29	UploadFileResponse	Response for upload file API

4.2.11.7.1 AddQuestionResponseData Class**Attributes**

No	Attribute	Type	Default	Note	Description
1	questionId	Integer		private	question id

4.2.11.7.2 AnswerResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	String	private	The question answer.
2	isRight	Boolean	private	The answer is correct or not

4.2.11.7.3 BriefAnswerResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	String	private	The question answer.
2	isRight	Boolean	private	The answer is correct or not
3	isSelected	Boolean	private	User choose answer or not

4.2.11.7.4 BriefLessonResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	lessonId	Integer	private	The lesson id
2	title	String	private	The lesson type
3	state	Integer	private	The lesson state
4	courseId	Integer	private	The course id
5	version	Integer	private	The lesson version
6	description	String	private	The lesson description

4.2.11.7.5 BriefQuestionResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question id
2	question	String	private	The question

3	attachment	String	private	The file url attach with question
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4.2.11.7.6 CreateLessonResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	lessonId	Integer	private	The lesson version
2	courseId	Integer	private	The state of lesson version
3	version	Integer	private	The lesson version
4	lessonTitle	String	private	The lesson title.
5	description	String	private	The lesson description.
6	creatorId	Integer	private	The creator id
7	createDate	Long	private	The creation date
8	vocabulary	String	private	The lesson vocabulary.
9	grammar	String	private	The lesson grammar.
10	reading	String	private	The lesson reading part.
11	listening	String	private	The lesson listening part.
12	practice	String	private	The lesson practice part.
13	article	String	private	The lesson article.

4.2.11.7.7 ExamAnswerResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	answer	Integer	private	The question answer.
2	isRight	Boolean	private	The answer is correct or not
3	isSelected	Boolean	private	User choose answer or not

4.2.11.7.8 ExamPartResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	examId	Integer	private	The exam id
2	skill	Integer	private	The exam skill
3	etaTime	Integer	private	The total time of exam
4	offlineCheck	Boolean	private	The backend side check exam result or not

4.2.11.7.9 ExamQuestionResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question id
2	questionType	Integer	private	The question type
3	question	String	private	The question
4	numberOfQuestion	Integer	private	The number of child questions
5	questionAnswerType	Integer	private	The question answer type
6	attachment	String	private	The file url attach with question
7	isChanged	Boolean	private	The question has been changed or not

4.2.11.7.10 ExamResultResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	examId	Integer	private	The exam id
2	course	Integer	private	The course id
3	skill	Integer	private	The exam skill
4	offlineCheck	Boolean	private	The backend side check exam result or not

5	etaTime	Integer	private	The total time of exam
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4.2.11.7.11 ExamSinglePartResponseClass

Attributes

No	Attribute	Type	Note	Description
1	examId	Integer	private	The exam id
2	result	Double	private	The exam result

4.2.11.7.12 GetCourseResponse Class

Attributes

No	Attribute	Type	Default	Note	Description
1	name	String		private	The course name
2	description	String		private	The course desciption

4.2.11.7.13 GetExamResponse Class

Attributes

No	Attribute	Type	Note	Description
1	examId	Integer	private	The exam id
2	courseId	Integer	private	The course id
3	questionSkill	Integer	private	The question skill
4	result	Double	private	The exam result
5	takenTime	Integer	private	The time user do exam
6	etaTime	Integer	private	The total time of exam

4.2.11.7.14 GetLearnerExamsResponseData Class

Attributes

No	Attribute	Type	Note	Description
1	exams	ExamResponseData	private	Exam response data

4.2.11.7.15 GetLessonResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	lessonId	Integer	private	The lesson id
2	courseId	Integer	private	The course id
3	lessonTitle	String	private	The lesson title
4	description	String	private	The lesson description
5	updateDate	Long	private	The update date
6	state	Integer	private	The lesson state
7	version	Integer	private	The lesson version
8	vocabulary	String	private	The lesson vocabulary.
9	grammar	String	private	The lesson grammar.
10	conversation	String	private	The lesson conversation part.
11	listening	String	private	The lesson listening part.
12	practice	String	private	The lesson practice part.
13	reading	String	private	The lesson reading.
14	previousLessonId	Integer	private	The previous lesson on same course
15	nextLessonId	Integer	private	The next lesson on same course

4.2.11.7.16 GetLessonVersionResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	lessonId	Integer	private	The lesson id.
2	courseId	Integer	private	The lesson version
3	version	Integer	private	The lesson version
4	lessonTitle	String	private	The lesson title

5	description	String	private	The lesson description
6	creatorId	Integer	private	The creator id
7	createDate	Long	private	The creation date.
8	updateDate	Long	private	The update date
9	vocabulary	String	private	The lesson vocabulary.
10	grammar	String	private	The lesson grammar.
11	reading	String	private	The lesson reading part.
12	listening	String	private	The lesson listening part.
13	practice	String	private	The lesson practice part.
14	article	String	private	The lesson article.
15	listVersions	List< Integer >	private	List lesson version id in same lesson

4.2.11.7.17 GetListUsersResponseData Class**Attributes**

No	Attribute	Type	Note	Description
1	listUsers	List< GetUserResponseData >	private	

4.2.11.7.18 GetUserResponseData Class**Attributes**

No	Attribute	Type	Note	Description
1	email	String	private	The user email
2	userName	String	private	The user name
3	firstName	String	private	The user first name.
4	lastName	String	private	The user last name.
5	dob	Long	private	Date of birth
6	joinDate	Long	private	The join date
7	address	String	private	The user address.
8	role	Integer	private	The user role

9	hobby	String	private	The user hobby.
10	bio	String	private	The user introduction.
11	website	String	private	The user website.
12	quote	String	private	Favorite quote

4.2.11.7.19 LoginResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	role	Integer	private	The role of user

4.2.11.7.20 QuestionResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	questionId	Integer	private	The question id
2	questionCode	Integer	private	The question code
3	questionAnswerType	Integer	private	The question answer type
4	questionType	Integer	private	The question type
5	questionSkill	Integer	private	The question skill
6	courseId	Integer	private	The course id
7	question	String	private	The question
8	state	Integer	private	The question state
9	createDate	Long	private	The creation date
10	updateDate	Long	private	The update date

4.2.11.7.21 Response Class**Attributes**

No	Attribute	Type	Note	Description
1	code	Integer	private	Response code.
2	data	String	private	Response detail content.

4.2.11.7.22 ResponseCode Class

Attributes

No	Attribute	Type	Value
1	SUCCESS	int	200
2	CREATED	int	201
3	FOUND	int	302
4	BAD_REQUEST	int	400
5	UNAUTHORIZED	int	401
6	PERMISSION_DENIED	int	403
7	REQUEST_TIMEOUT	int	408
8	INVALID_EMAIL	int	410
9	DUPLICATED_EMAIL	int	411
10	EMAIL_NOT_FOUND	int	412
11	DUPLICATED_USERNAME	int	413
12	CORRUPTED_FORM	int	460
13	USERNAME_EXPECTED	int	461
14	PASSWORD_EXPECTED	int	462
15	EMAIL_EXPECTED	int	463
16	INVALID_PASSWORD	int	420
17	INCORRECT_PASSWORD	int	421
18	USER_NOT_FOUND	int	430
19	USER_NOT_ALLOW	int	431
20	USER_INACTIVE	int	432
21	USER_EXAMS_NOT_FOUND	int	433
22	USERNAME_PASSWORD_NOT_MATCH	int	470
23	PASSWORD_INCORRECT	int	471
24	QUESTION_NOT_FOUND	int	440

25	INTERNAL_SERVER_ERROR	int	500
26	UNSUPPORTED_API	int	600

4.2.11.7.23 StatsLastExamResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	result	Double	private	Last exam result

4.2.11.7.24 StatsLessonsResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	numberOfLessons	Integer	private	The number of lesson in system.

4.2.11.7.25 StatsQuestionsResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	numberOfLessons	Integer	private	The number of question in system.

4.2.11.7.26 StatsSkillAvgResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	listening	Double	private	Average point in listening skills.
2	reading	Double	private	Average point in reading skills.
3	vocabulary	Double	private	Average point in vocabulary skills.
4	grammar	Double	private	Average point in grammar skills.

4.2.11.7.27 StatsUsersResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	activeUser	Integer	private	The number of user who isn't banned
2	totalUser	Integer	private	The number of user in system

4.2.11.7.28 UploadFileResponse Class**Attributes**

No	Attribute	Type	Note	Description
1	link	String	private	Uploaded file url.

4.2.11.8 core.security package

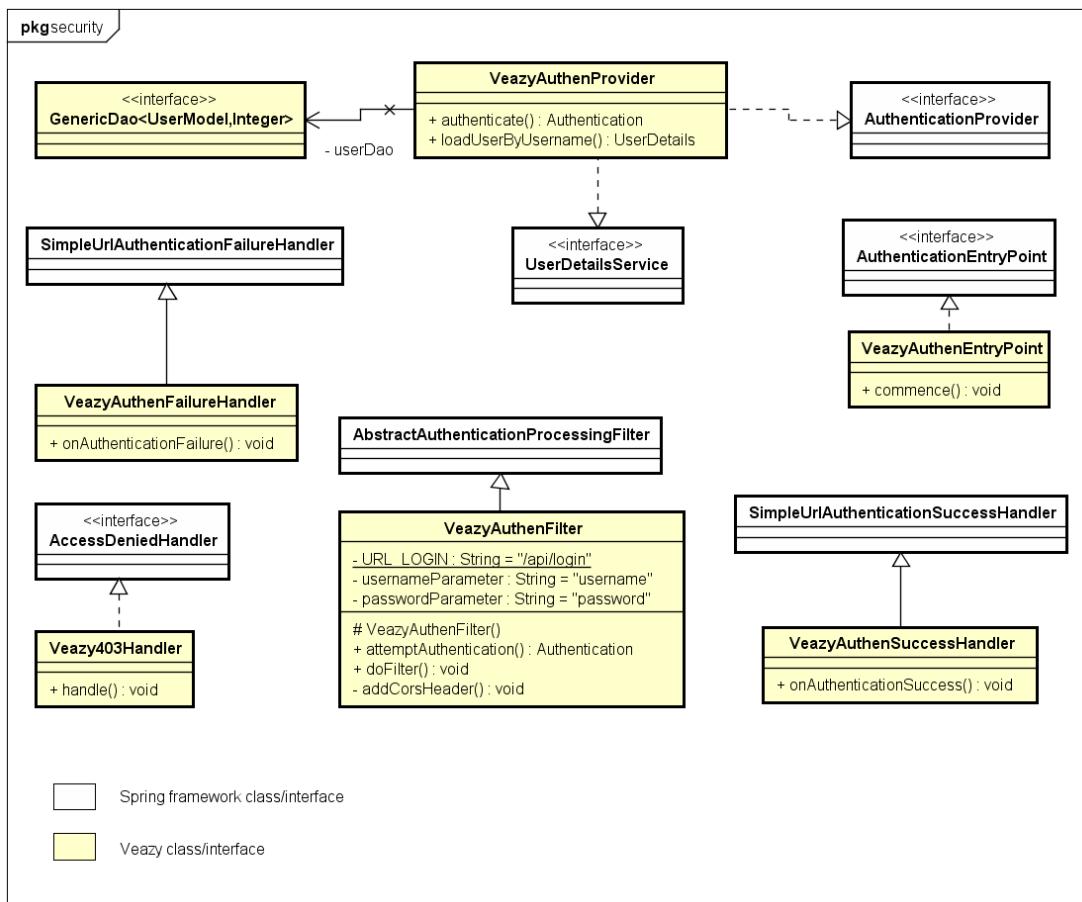


Figure 8: Class diagram `core.security` package

No	Class Name	Description
1	<code>Veazy403Handler</code>	Handles 403 forbidden error
2	<code>VeazyAuthenEntryPoint</code>	Handles anonymous requests
3	<code>VeazyAuthenFailureHandler</code>	Handles authentication failure requests
4	<code>VeazyAuthenFilter</code>	Filters authentication requests
5	<code>VeazyAuthenProvider</code>	Provides authentication mechanism
6	<code>VeazyAuthenSuccessHandler</code>	Handles authentication success requests

4.2.11.8.1 Veazy403Handler Class Methods

No	Method	Description
1	<code>handle()</code>	Handles denied request

4.2.11.8.2 VeazyAuthenEntryPoint Class Methods

No	Method	Description
1	commence()	Handles anonymous request

4.2.11.8.3 VeazyAuthenFailureHandler Class Methods

No	Method	Description
1	onAuthenticationFailure()	Handles failed authentication event

4.2.11.8.4 VeazyAuthenFilter Class Attributes

No	Attribute	Type	Note	Description
1	URL_LOGIN	String	private	Defines url string to filter the authentication request
2	usernameParameter	String	private	Defines the username parameter for UsernamePasswordAuthentication
3	passwordParameter	String	private	Defines the password parameter for UsernamePasswordAuthentication

Methods

No	Method	Description
1	attemptAuthentication()	Attempts to authenticate the requested principal
2	doFilter()	Filters the authentication request
3	addCorsHeader()	Adds CORS header to response if needed

**4.2.11.8.5 VeazyAuthenProvider Class
Methods**

No	Method	Description
1	authenticate()	Authenticates the requested principal
2	loadUserByUsername()	Loads user details from requested principal

**4.2.11.8.6 VeazyAuthenSuccessHandler Class
Methods**

No	Method	Description
1	onAuthenticationSuccess()	Handles successful authentication event

4.2.11.9 core.service Package

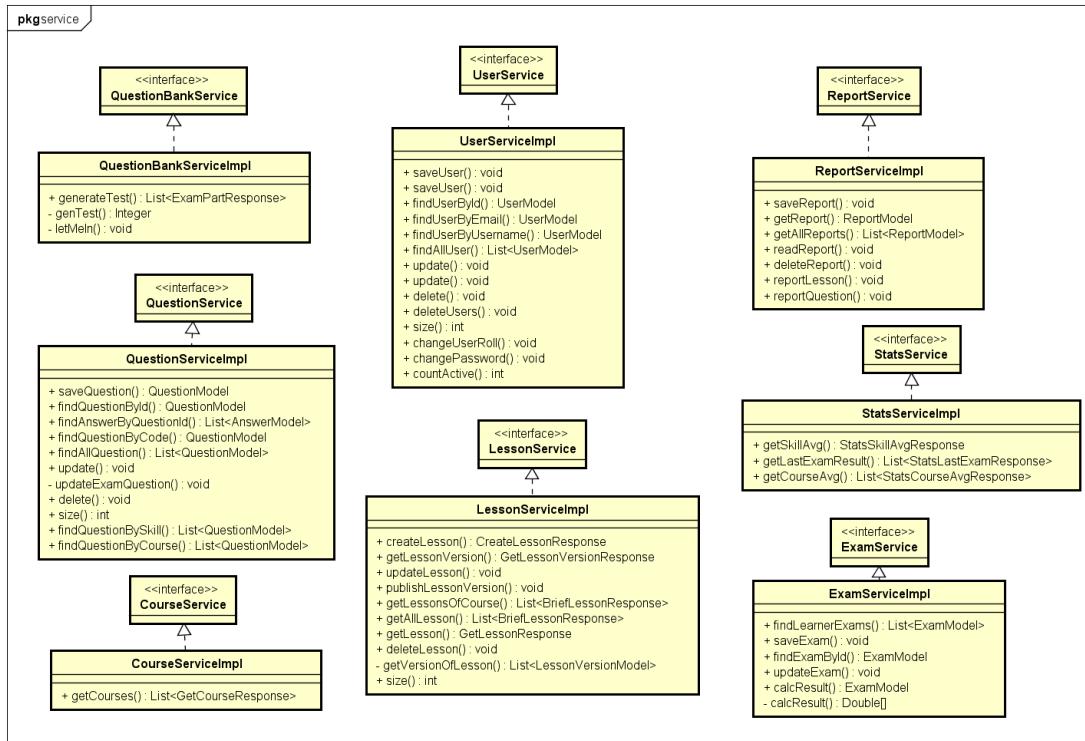


Figure 9: Class diagram core.service package

No	Class Name	Description
1	CourseServiceImpl	Contains business logical functions for processing course data
2	ExamServiceImpl	Contains business logical functions for processing test data
3	LessonServiceImpl	Contains business logical functions for processing lesson data
4	QuestionBankServiceImpl	Contains business logical functions for processing question bank data
5	QuestionServiceImpl	Contains business logical functions for processing question data
6	ReportServiceImpl	Contains business logical functions for processing report data
7	StatsServiceImpl	Contains business logical functions for processing statistic data
8	UserServiceImpl	Contains business logical functions for processing user data

4.2.11.9.1 CourseServiceImpl Class Methods

No	Method	Description
1	getCourses()	Return list course

4.2.11.9.2 ExamServiceImpl Class Methods

No	Method	Description
1	findLearnerExams()	Return all done exam of a user
2	saveExam()	Save an exam to database
3	findExamById()	Return an exam by its id
4	updateExam()	Update exam to database
5	calcResult()	Calculate exam result

4.2.11.9.3 LessonServiceImpl Class Methods

No	Method	Description
1	createLesson()	Create new lesson
2	getLessonVersion()	Get a version of lesson
3	updateLesson()	Update a lesson
4	publishLessonVersion()	Make lesson as published version. Learner can see this lesson.
5	getLessonsOfCourse()	Return list lesson of a course.
6	getLesson()	Return a lesson.
7	deleteLesson()	Delete a lesson.
8	getAllLesson()	Return all lesson.

4.2.11.9.4 QuestionBankServiceImpl Class Methods

No	Method	Description
1	generateExam()	Generates the exam response from the list of random questions
2	genExam()	Generates list of random questions
3	letMeIn()	Puts questions details to suitable list

4.2.11.9.5 QuestionServiceImpl Class Methods

No	Method	Description
1	saveQuestion()	Save a question
2	findQuestionById()	Find a question by its id.
3	findAnswerByQuestionId()	Find all answer of a question by question id
4	findQuestionByCode()	Find a question by question code.
5	findAllQuestion()	Get all question.
6	update()	Update a question.
7	updateExamQuestion()	Update information of exam question what link to updated question.
8	delete()	Delete a question.
9	size()	Return the number of question in database.
10	findQuestionBySkill()	Find all question by a skill
11	findQuestionByCourse()	Find all question in a course

4.2.11.9.6 ReportServiceImpl Class Methods

No	Method	Description
1	saveReport()	Save a report to database.
2	getReport()	Get a report.
3	getAllReports()	Get all report.
4	readReport()	Make a report as read state.

5	deleteReport()	Delete a report.
6	reportLesson()	User report a lesson.
7	reportQuestion()	User report a question

4.2.11.9.7 StatsServiceImpl Class Methods

No	Method	Description
1	getSkillAvg()	Return average exam point for each skill of a user.
2	getLastExamResult()	Return last exam result of a user.
3	getCourseAvg()	Return average exam point for each course of a user.

4.2.11.9.8 UserServiceImpl Class Methods

No	Method	Description
1	saveUser	Save new user.
2	findUserById	Find a user by id
3	findUserByEmail	Find a user by email
4	findUserByUsername	Find a user by user name
5	findAllUser	Get all user.
6	update	Update a user.
7	delete	Delete a user.
9	deleteUsers	Delete multiple user
10	size	Return the number of user in system.
11	changeUserRoll	Change user role
12	changePassword	Change user password
13	countActive	Return the number of active user

4.3 Screen Design

4.3.1 Screen Flow

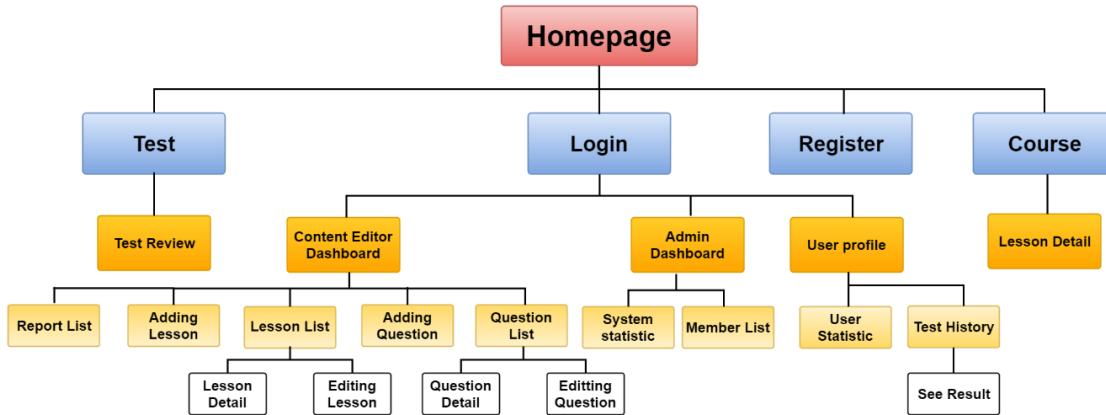


Figure 4-36: Screen Flow

No	Screen Name	Description
1	Homepage	Homepage
2	Login	Logging into Veazy system with a registered account
3	Register	Registering new account
4	Courses	Displaying list of courses and available lessons in each course
5	Lesson Detail	Displaying lesson content
6	Test	Setting up test
7	Test Review	Reviewing test
8	User Profile	Displaying detailed information of user
9	User Statistic	Displaying statistics of user
10	Test History	Displaying list of taken tests
11	See Result	Displaying content of taken test
12	Report List	Viewing list report
13	Lesson List (for content manager & content creator)	Displaying lesson list
14	Lesson Detail (for content manager & content creator)	Displaying lesson detail
15	Adding Lesson	Creating new lesson
16	Editing Lesson	Editing lesson content
17	Question List	Displaying list of questions intended to be generated in test

18	Question Detail	Displaying question content
19	Adding Question	Creating new question
20	Editing Question	Editing question content
21	System Statistic	Displaying system statistics
22	Member List	Displaying list of Veazy members
23	Test History	Displaying list test history of member

4.3.2 Guest

4.3.2.1 Homepage

The screenshot displays the Veazy homepage with the following sections:

- Welcome to Veazy!**: A large banner featuring an open book and the text "Welcome to Veazy!" with a "Sign up" button.
- Veazy?**: A section with a question mark icon and a brief description about the purpose of the platform.
- Veazy's Features**: A section listing four main features with icons:
 - Courses**: Review your knowledge as well as challenging yourself.
 - Exam**: Review your knowledge as well as challenging yourself.
 - Dictionary**: Convenient companion that always supports learning during study!
 - Study Statistics**: Keep track of your study progress and grades - a place that reflects your unlimited abilities.
- Veazy Team**: A grid of eight small images of a person working at a desk, each labeled "Yay".
- Location**: A section with placeholder text and social media icons.
- Around the Web**: A section with placeholder text and social media icons.
- About**: A section with placeholder text and social media icons.
- Copyright**: Copyright notice for Veazy Company.

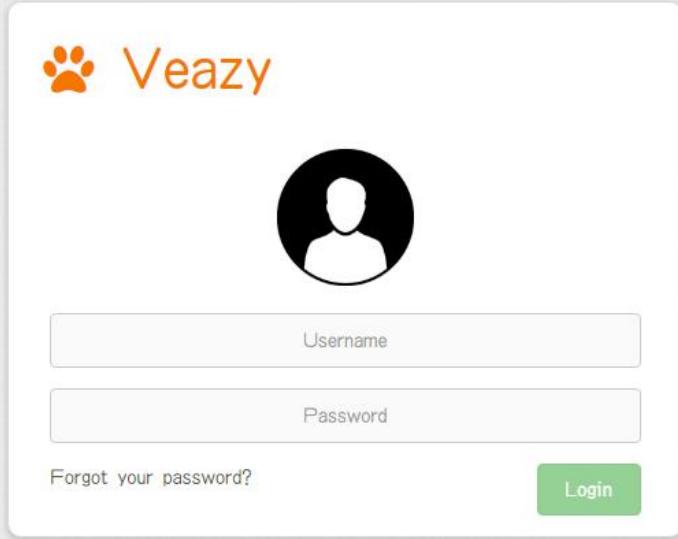
Figure 22. “Home” page

Field name	Type	Mandatory	Min length	Max length	Description
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Veazy	Hyperlink	N			Hyperlink that changes language of website
Home	Hyperlink	N			Hyperlink that redirects to “Home” page
Courses	Select box	N			Select box that redirects to “Courses” page
Test	Hyperlink	N			Hyperlink that redirects to “Test” page
Login	Hyperlink	N			Hyperlink that redirects to “Login” page
Sign Up	Hyperlink	N			Button for registering new account

Table 2. Components of “Home” page

4.3.2.2 Login



The screenshot shows the Veazy login page. At the top center is the Veazy logo, featuring an orange paw print icon followed by the word "Veazy". Below the logo is a large, dark circular placeholder for a user profile picture. Underneath the placeholder are two input fields: a white one labeled "Username" and a white one labeled "Password". To the left of the "Password" field is a link "Forgot your password?". To the right of the "Password" field is a green rectangular button labeled "Login". Below the input fields is a small line of text: "Don't have account yet? Click here to register." At the bottom left is a link "Back to Homepage".

Figure 4. Login page

Field name	Type	Mandatory	Min length	Max length	Description
Username	Textbox	Y	6	30	Textbox for entering username
Password	Textbox	Y	6	32	Textbox for entering password
Login	Button	Y			Button for submitting login form
Forgot your password?	Hyperlink	N			Hyperlink that redirects to

					“Password Recover” page
Click here to register.	Hyperlink	N			Hyperlink that redirects to “Register” page
Back to Home	Hyperlink	N			Hyperlink that redirects to “Home” page

Table 3. Components of “Login” page

4.3.2.3 Register

The screenshot shows the registration page for the Veazy system. The page has a light gray background with a white central form area. At the top left is the Veazy logo, which includes a stylized orange paw print icon followed by the word "Veazy" in orange. Below the logo is a circular placeholder for a user profile picture, showing a simple white silhouette of a person's head and shoulders against a black background. The registration form itself is contained within a white rectangular box. It contains four horizontal input fields, each with a thin gray border. The first field is labeled "Username", the second "Email", the third "Password", and the fourth "Confirm password". Below the input fields are two buttons: a small blue button on the left labeled "Back to Login page" and a larger green button on the right labeled "Register". At the very bottom center of the page, there is a small, faint link labeled "Back to Homepage".

Figure 5. “Register” page

Field name	Type	Mandatory	Min length	Max length	Description
Username	Textbox	Y	8	30	Textbox for entering username
Email	Textbox	Y	6	254	Textbox for entering email
Password	Textbox	Y	8	32	Textbox for entering password
Confirm Password	Textbox	Y	8	32	Textbox for re-entering password
Register	Button	Y			Button to submit register form
Back to Login page	Hyperlink	N			Hyperlink that redirects to “Login” page
Back to Homepage	Hyperlink	N			Hyperlink that redirects to “Home” page

Table 4. Components of “Register” page

4.3.2.4 Courses

Lessons in Vietnamese Beginner Course

The screenshot shows a landing page for a Vietnamese beginner course. At the top, there's a header "Lessons in Vietnamese Beginner Course". Below it are two cards, each representing a lesson:

- Bài 1: Đây là gia đình tôi**
Gia đình - Family

[Study](#)
- Bài 2: Đây là cái gì?**
Cách dùng loại từ con và cái - Ways of using classified words con and cái Câu hỏi: Đây là cái gì? Đây là con gì? - Questions: What is this (thing)?/ What is this (animal)? Số đếm trên 1000 - Number above 1000 Phân biệt các thanh huyền, nặng, hỏi - Distinguish three tones huyền, nặng, hỏi Phân biệt các vần ao/ au; âm đầu t-/ th-; âm cuối -nh -ch - Distinguish spelling of ao/ au; initial consonants t-/ th-; final consonants

[Study](#)

Figure 6. “Courses” page

Field name	Type	Mandatory	Min length	Max length	Description
Study	Button	N			Button that redirects to “Lesson” page

Table 5. Course page’s components

4.3.2.5 Lesson

Bài 1: Ngày mai trời thế nào?

The screenshot shows a lesson detail page with the following components:

- Header:** 'Lesson Detail' and 'Course: Upper-beginner'.
- Section:** 'About lesson' with the title 'Một số từ ngữ về thời tiết - Number of words about weather'.
- Content Area:**
 - Text:** "Trời thế nào?" / "Thời tiết thế nào?" là câu hỏi hỏi về thời tiết - "Trời thế nào?" / "Thời tiết thế nào?" is used to ask about weather.
 - List:**
 - "Sắp...chưa" dùng để hỏi hỏi về thi tương lai gần - "Sắp...chưa" is used to form the near future tense question.
 - Trong câu trả lời thường có từ "rồi" ở cuối câu - "rồi" is often placed at the end of the answer.
 - Text Examples:**
 - Chưa, tuần sau, ông ấy mới đi
 - Ông ấy sắp đi Hué chưa?
 - Ví dụ:**
 - Notes:** To answer for near future tense question:
 - Text Examples:** Nếu câu trả lời là thi tương lai, với thời gian cụ thể thì phải dùng "sẽ" hoặc "mới" ;
 - Text Notes:** Chú ý: Khi hỏi về thi tương lai gần "sắp... chưa?", nếu câu trả lời là ở tương lai gần thì chúng ta dùng từ "sắp".
- Bottom Navigation:** 'Previous Lesson' and 'Next Lesson'.

Figure 7. “Lesson Detail” page

Field name	Type	Mandatory	Min length	Max length	Description
Vocab	Hyperlink	N			Hyperlink that displays content of Vocabulary section
Grammar	Hyperlink	N			Hyperlink that displays content of Grammar section
Convo	Hyperlink	N			Hyperlink that displays content of Conversation section
Listening	Hyperlink	N			Hyperlink that displays content of Listening section

Practice	Hyperlink	N			Hyperlink that displays content of Practice section
Reading	Hyperlink	N			Hyperlink that displays content of Reading section
Previous lesson	Hyperlink	N			Hyperlink that redirects to “Lesson” page which displays content of the previous lesson
Next lesson	Hyperlink	N			Hyperlink that redirects to “Lesson” page which displays content of the next lesson
Report	Hyperlink	N			Hyperlink to display lesson report dialog

Table 6. Components of “Lesson” page

4.3.2.6 Test

The screenshot shows a form titled "Test Preparation". It contains four input fields: "Level" (set to "Beginner"), "Test Skill" (set to "Vocabulary"), and "Number of Questions" (set to "1"). Below these fields is a blue "Create" button.

Figure 8. “Test” page

Field name	Type	Mandatory	Min length	Max length	Description
Level	Select box	Y			Select box for selecting difficulty level of test
Test Skill	Select box	Y			Select box for selecting skill to be tested
Question Limit	Number	Y			Textbox for entering the number of questions
Create	Button	Y			Button for submitting test setup form and redirecting to “Take Test” page

Table 7. Components of “Test” page

4.3.2.7 Taking Test

Test

00:01:21

1. Từ nào sau đây không cùng nhóm với các từ còn lại?

Chăm chỉ
 Siêng năng
 Chuyên cần
 Ngoan ngoãn

2. Từ nào là tính từ?

Cuộc sống
 Vui vẻ
 Giúp đỡ
 Thôn xóm

3. Từ nào sau đây không phải là danh từ?

Cuộc sống
 Thành phố
 Đất nước
 Tháp thoáng

Check Answer

Figure 9. “Taking Test” page

Field name	Require	Mandatory	Min length	Max length	Description
Answer	Click	Y			Radio button for choosing the correct answer
Check Answer	Click	Y			Button for submitting the test and redirecting to “Test Result” page

Table 8. Components of “Taking Test” page

4.3.2.8 Test Result

Test

Mark: 5/5

1. Từ "ai" trong câu nào dưới đây là từ nghi vấn?

Ông ta gắng hỏi mãi nhưng không ai trả lời

Anh ta đem hoa này tặng ai vậy?

Anh về lúc nào mà không báo cho ai biết cái vây?

Cá xóm này ai mà không biết chủ bé lèm linh đó!

Report

Points: 1

2. Với 5 tiếng cho sẵn: kính, yêu, quý, thương, mến, em có thể ghép được bao nhiêu từ ghép có 2 tiếng?

10

7

9

8

Report

Points: 1

3. Từ không đồng nghĩa với từ "hoà bình" là:

bình yên

thanh bình

hiền hoà

cả a, b, c

Report

Points: 1

4. Từ "Bão lá" thuộc thể loại từ gì?

động từ

tính từ

danh từ

Report

Points: 1

5. Từ nào là động từ?

Cuộc đấu tranh

Ăn cơm

Vui tươi

Niềm vui

Report

Points: 1

Figure 10. “Test Result” page

Field name	Type	Mandatory	Min length	Max length	Description
Report	Button	Y			Button for submitting report about questions that user subjectively consider wrong content.

Table 9. Components of “Test Result” page

4.3.3 Logged-in user

4.3.3.1 User Profile

Profile: veazyus

The screenshot shows a user profile page with the following sections:

- Contact Information:** Email: quannh265@gmail.com
- Basic Information:**
 - First name: Not added yet
 - Last name: Not added yet
 - Birthday: 2016/08/22
 - Address: Not added yet
 - Hobbies: Not added yet
 - About me: Not added yet
 - Favorite quote: Not added yet
- Additional Information:** Website: abc.com

A "Change Profile Picture" button is visible below the profile picture.

Figure 11. “User Profile” page

Field name	Type	Mandatory	Min length	Max length	Description
Action	Dropdown	N			Dropdown that displays selectable options for user include editing information and changing current password
Information	Button	N			Button for displaying tab for viewing user information

Change Avatar Picture	Button	N			Button for displaying dialog for changing current avatar picture
Statistic	Button	N			Button for displaying tab for viewing user statistics
Test History	Button	N			Button for displaying tab for test history user statistics

Table 10. Components of “User Profile” page

4.3.3.2 User Statistic

Profile: veazyus

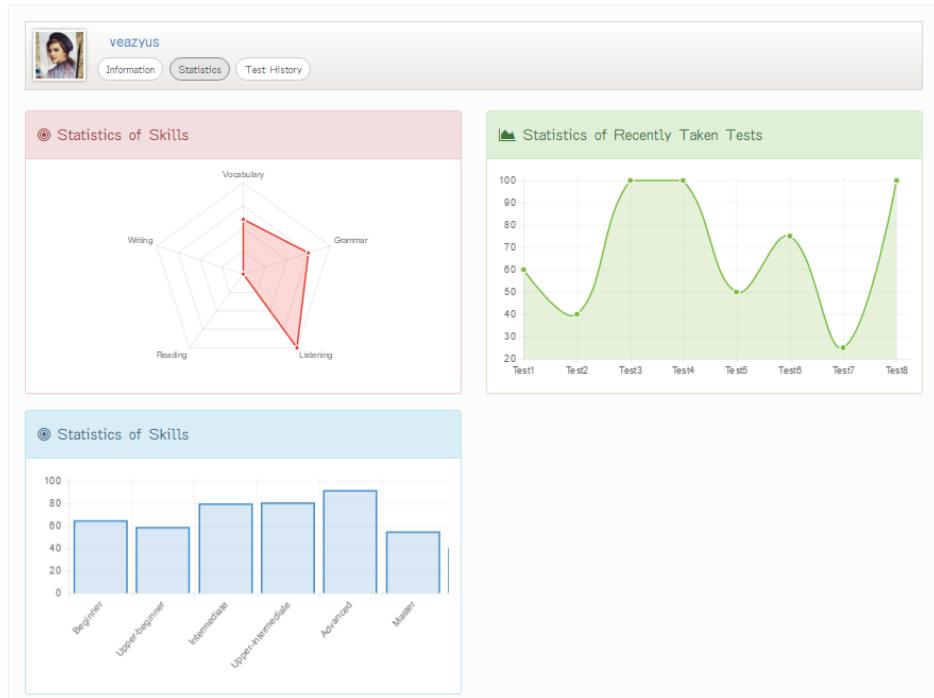


Figure 12. “User Statistic” page

Field name	Type	Mandatory	Min length	Max length	Description
Information	Button	N			Button for displaying tab for viewing user information
Statistic	Button	N			Button for displaying tab for viewing user statistics
Test History	Button	N			Button for displaying tab for test history user statistics

Table 11. Components of “User Statistic” page

4.3.3.3 Test History

Profile: veazyus

The screenshot shows a user profile for 'veazyus' at the top, with tabs for 'Information', 'Statistics', and 'Test History'. Below is a table for each test entry:

Vocabulary Test	
Level	Upper-beginner
Time allowed	03:00
Time taken	02:44
Result	75/100

Vocabulary Test	
Level	Upper-beginner
Time allowed	03:00
Time taken	02:52
Result	25/100

Listening Test	
Level	Master
Time allowed	03:30
Time taken	01:46
Result	100/100

At the bottom, there is a navigation bar with buttons for navigating between pages.

Figure 13. “Test History” page

Field name	Type	Mandatory	Min length	Max length	Description
Information	Button	N			Button for displaying tab for viewing user information
Statistic	Button	N			Button for displaying tab for

					viewing user statistics
Test History	Button	N			Button for displaying tab for test history user statistics
Actions	Dropdown	N			Dropdown that displays selectable options for user include seeing result and retaking test
First	Button	N			Button for displaying the first 5 taken tests in table
Previous	Button	N			Button for navigating to 5 previous taken tests in table
Next	Button	N			Button for navigating to 5 next taken tests in table
Last	Button	N			Button for navigating to 5 last taken tests in table

Table 12. Components of “Test History” page

4.3.3.4 See Result

Test

Result: 75%

1. Tiếng "đồng" nào sau đây khác nghĩa với các tiếng "đồng" còn lại?

Đồng tâm
 Cộng đồng
 Cảnh đồng
 Đồng chí

2. Từ nào là đồng từ?

Cuộc đấu tranh
 Ăn cơm
 Vui tươi
 Niềm thương

3. Nghĩa gốc của từ "Ăn"?

Ăn cười
 Ăn cơm
 Ăn ảnh
 Da ăn nắng

4. Từ trái nghĩa với "Hạnh phúc" là gì?

Phúc đức
 Cố đón
 Bất hạnh
 Cực khổ

Test Preparation

Level: Beginner

Test Skill: Vocabulary

Number of Questions: 5

Create

Figure 14. “See Result” page

Field name	Type	Mandatory	Min length	Max length	Description
Level	Select box	Y			Select box for selecting difficulty level of test
Test Skill	Select box	Y			Select box for selecting skill to be tested
Question Limit	Number	Y			Textbox for entering the number of questions
Create	Button	Y			Button for submitting test setup

					form and redirecting to “Take Test” page
--	--	--	--	--	---

Table 13. Components of “See Result” page

4.3.4 Content creator

4.3.4.1 Content Creator Dashboard

The screenshot shows the Content Creator Dashboard. On the left is a sidebar with a user icon, 'Welcome, stu265', 'Content Editor', 'Report', 'Lessons', 'Questions', 'Change Language', and 'Logout'. The main area is titled 'Report List' and contains two entries:

- "On Aug 23, 2016, user 2 reported about lesson #2: "Nói đúng câu hỏi sai". Mark as checked
- "On Aug 23, 2016, user 2 reported about lesson #3: "Đáp án câu hỏi trong phần Practice không chính xác". Mark as checked

Below the list are navigation buttons: «, <, 1, >, ».

Figure 15. “Content Creator Dashboard” page

Field name	Type	Mandatory	Min length	Max length	Description
Lessons	Hyperlink	N			Hyperlink that opens lesson management menu
Lesson List	Hyperlink	N			Hyperlink that redirects to “Lesson List” page
Add Lesson	Hyperlink	N			Hyperlink that redirects to “Adding Lesson” page
Question	Hyperlink	N			Hyperlink that opens question management menu
Question List	Hyperlink	N			Hyperlink that redirects to “Question List” page
Add Question	Hyperlink	N			Hyperlink that redirects to “Adding Question” page

Reports	Hyperlink	N			Hyperlink that redirects to “Report List” page
Logout	Hyperlink	N			Hyperlink that logs user out of Veazy system
First	Button	N			Button for displaying the first 5 reports in table
Previous	Button	N			Button for navigating to 5 previous reports in table
Next	Button	N			Button for navigating to 5 next reports in table
Last	Button	N			Button for navigating to 5 last taken tests in table
Mark as checked	Button	N			Button for marking checked report
Change Language	Hyperlink	N			Hyperlink that changes language of website

Figure 14. Components of “Content Creator Dashboard”

4.3.4.2 Lesson List

The screenshot shows a web-based application interface for managing lessons. At the top, there is a search bar labeled "Show only lessons where" with a dropdown menu set to "All Levels" and a "Filter" button. Below this is a table with the following columns: ID, Title, Level, Current Version, and Actions. The table contains two rows of data:

ID	Title	Level	Current Version	Actions
2	Bài 1: Chào chí	Beginner	1	Edit Delete
3	Bài 1: Ngày mai trời thế nào?	Upper-beginner	1	Edit Delete

At the bottom of the table area, there is a navigation bar with icons for navigating between pages.

Figure 16. “Lesson List” page

Field name	Type	Mandatory	Min length	Max length	Description
Lesson title	Hyperlink	N			Hyperlink that redirects to “Lesson Detail” page
Edit	Button	N			Hyperlink that redirects to “Editing Lesson” page
Delete	Button	N			Button for deleting corresponding lesson
First	Button	N			Button for displaying the first 5 lessons in table
Previous	Button	N			Button for navigating to 5 previous lessons in table
Next	Button	N			Button for navigating to 5 next lessons in table

Last	Button	N			Button for navigating to 5 last lessons in table
Level	Dropdown	N			Dropdown that displays selectable options for user selects level of lesson
Filter	Button	N			Button for filtering level of lesson

Figure 15. Components of “Lesson List”

4.3.4.3 Lesson Detail

Bài 1: Chào chị

Current Version	1
Level	Beginner
Description	Chào hỏi - Greeting Hỏi và giới thiệu tên - Ask and answer name Một số đại từ nhân xưng thông dụng - Some popular personal pronouns Bảng chữ cái tiếng Việt và tên gọi của các chữ cái - Vietnamese alphabet and their names Các nguyên âm đơn - Single vowels Phân biệt thanh ngang và thanh huyền - Distinguish ngang tone to huyền tone
Content	Vocab Grammar Convo Listening Practice Reading anh : you (male, older than speaker) bà : Mrs., old women cảm ơn : thank

[Edit](#) [Delete](#)

Figure 17. “Lesson List” page

Field name	Type	Mandatory	Min length	Max length	Description
Vocab	Hyperlink	N			Hyperlink that displays content of Vocabulary section
Grammar	Hyperlink	N			Hyperlink that displays content of Grammar section
Convo	Hyperlink	N			Hyperlink that displays content of Conversation section
Listening	Hyperlink	N			Hyperlink that displays content of Listening section
Practice	Hyperlink	N			Hyperlink that displays content of Practice section
Reading	Hyperlink	N			Hyperlink that displays content of Reading section

Edit	Button	N			Hyperlink that redirects to “Editing Lesson” page
Delete	Button	N			Button for deleting corresponding lesson

Figure 16. Components of “Lesson Detail”

4.3.4.4 Adding Lesson

Add New Lesson

Lesson Title	<input type="text"/>
Level	<input type="text" value="Beginner"/>
Description	<input type="text"/>
Content	<div style="display: flex; justify-content: space-around; font-size: small;"> Vocab Grammar Convo Listening Practice Reading </div> <div style="border: 1px solid #ccc; padding: 5px; margin-top: 5px;"> </div>
<input style="background-color: #4CAF50; color: white; border: none; padding: 5px; border-radius: 5px; width: fit-content;" type="button" value="Create"/>	

Figure 18. “Adding Lesson” page

Field name	Type	Mandatory	Min length	Max length	Description
Lesson Title	Text	Y	0		Textbox for entering lesson title
Level	Select box	Y			Select box for choosing difficulty level of lesson
Description	Text area	Y			Text area for entering lesson description
Vocab	Hyperlink	Y			Hyperlink that displays editor of Vocabulary section
	Text area	Y			Text area for entering content of Vocabulary section

Grammar	Hyperlink	Y			Hyperlink that displays editor of Grammar section
	Text area	Y			Text area for entering content of Grammar section
Convo	Hyperlink	Y			Hyperlink that displays editor of Conversation section
	Text area	Y			Text area for entering content of Conversation section
Listening	Hyperlink	Y			Hyperlink that displays editor of Listening section
	Text area	Y			Text area for entering content of Listening section
Practice	Hyperlink	Y			Hyperlink that displays editor of Practice section
	Text area	Y			Text area for entering content of Practice section
Reading	Hyperlink	Y			Hyperlink that displays editor of Reading section
	Text area	Y			Text area for entering content of Reading section

Create	Button	Y			Button for submitting new lesson
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Table 17. Components of “Adding Lesson” page

4.3.4.5 Editing Lesson

The screenshot shows the 'Edit Lesson' interface. At the top, there's a title bar labeled 'Edit Lesson'. Below it, there are several input fields: 'Lesson Title' (Bài 1: Chào chí), 'Current Version' (1), 'Level' (Beginner), and 'Description' (Chào hỏi - Greeting; Hỏi và giới thiệu tên - Ask and answer name). Under 'Content', there are tabs for 'Vocab', 'Grammar', 'Convo', 'Listening', 'Practice', and 'Reading'. A rich text editor toolbar is visible above a text area containing sample Japanese text and definitions. At the bottom, there are buttons for 'Update', 'Save draft', and 'Back to Detail'.

Figure 19. “Editing Lesson” page

Field name	Type	Mandatory	Min length	Max length	Description
Lesson Title	Text	Y			Textbox for entering lesson title
Level	Select box	Y			Select box for choosing difficulty level of lesson
Description	Text area	Y			Text area for entering lesson description
Vocab	Hyperlink	Y			Hyperlink that displays editor of Vocabulary section

	Text area	Y			Text area for entering content of Vocabulary section
Grammar	Hyperlink	Y			Hyperlink that displays editor of Grammar section
	Text area	Y			Text area for entering content of Grammar section
Convo	Hyperlink	Y			Hyperlink that displays editor of Conversation section
	Text area	Y			Text area for entering content of Conversation section
Listening	Hyperlink	Y			Hyperlink that displays editor of Listening section
	Text area	Y			Text area for entering content of Listening section
Practice	Hyperlink	Y			Hyperlink that displays editor of Practice section
	Text area	Y			Text area for entering content of Practice section
Reading	Hyperlink	Y			Hyperlink that displays editor of Reading section

	Text area	Y			Text area for entering content of Reading section
Create	Button	Y			Button for submitting new lesson
Save Draft	Button	Y			Button for saving lesson
Back to Detail	Button	Y			Button for backing to detail of lesson page

Table 18. Components of “Editting Lesson” page

4.3.4.6 Question List

The screenshot shows a user interface for managing questions. At the top, there is a filter section with dropdown menus for 'Type' (All Types), 'Level' (All Levels), and 'Skill' (All Skills), followed by a green 'Filter' button. Below the filter is a table with six rows of question data. The columns are labeled: ID, Content, Type, Level, Skill, and Actions. Each row contains an ID (2, 3, 4, 5, 6), a content link ('Click here to see content'), a type ('Single'), a level ('Beginner'), a skill ('Vocabulary'), and two action buttons ('Edit' and 'Delete'). At the bottom of the table is a navigation bar with icons for back, forward, and search.

ID	Content	Type	Level	Skill	Actions
2	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
3	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
4	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
5	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
6	Click here to see content	Single	Beginner	Vocabulary	Edit Delete

Figure 20. “Question List” page

Field name	Type	Mandatory	Min length	Max length	Description
Click here to see content	Hyperlink	N			Hyperlink that redirects to “Question Detail” page
Edit	Button	N			Hyperlink that redirects to “Editing Question” page
Delete	Button	N			Button for deleting corresponding question
First	Button	N			Button for displaying the first 5 questions in table

Previous	Button	N			Button for navigating to 5 previous questions in table
Next	Button	N			Button for navigating to 5 next records in table
Last	Button	N			Button for navigating to 5 last questions in table
Type	Dropdown	N			Dropdown that displays selectable options for user selects type of question
Level	Dropdown	N			Dropdown that displays selectable options for user selects level of question
Skill	Dropdown	N			Dropdown that displays selectable options for user selects skill of question
Filter	Button	N			Button for filtering question

Table 19. Components of “Question List page**4.3.4.7 Question Detail**

Question #2	
Question Type	Single
Level	Beginner
Test Skill	Vocabulary
Time allowed	00:30 (mm:ss)
File Attachment	Some file
Question	Từ nào sau đây viết sai chính tả?
Answers	<input type="checkbox"/> Gò ghé <input checked="" type="checkbox"/> Ngượng ngù <input type="checkbox"/> Kém cắp <input type="checkbox"/> Kim cương
Edit Delete	

Figure 21. “Question Detail” page (single question)

Question #15	
Question Type	Group
Level	Beginner
Test Skill	Reading
Time allowed	05:30 (mm:ss)
File Attachment	Some file
Content	Click to hide shared content ^ Rêng cây im lặng quở, Một tiếng lá rơi lúc này cũng có thể khiến người ta giật mình, La qua, chìm chốc chẳng nghe con nào kêu, Hay vua có tiếng chim ở một nơi nào xa lánh, vì không chú ý mà tôi không nghe chừng.Giờ bắt đầu nói rào rào theo với khói mặt trời đang tưởn sáng vàng rực rỡ xuống mặt đất, Một lần hơi đất nhẹ nhẹ tása tên, phả me những cây cúc áo, rồi tan biến theo hơi ấm mặt trời, Phút yên tĩnh của rừng ban mai dần dần biến đi.Chim hót lúi lo, Nắng bắc hương hoa tràm ngày ngắn, Gió đưa mùi hương ngọt lan xa, phảng phát khéo rang, Mây con kỳ nhông nằm phơi nắng trên gốc cây mac, sáo da lung lung biến đổi từ xanh hóa vàng, từ vàng hóa đỏ, từ đỏ hóa tím xanh—Có luôc động đầy cảm mến, rộn rén bờ túi, Nghé tiếng chán con chờ sẵn nguy hiểm, những con vật thuộc loài bò sát có bắn chấn to hòn ngón chấn cái kia liền quết chiếc đuôi dài chạy từ t้น, con nǎo chồ gác cây thi triển thành màu xanh vỏ cây, con deer trên t้น là ngái thi biến ra màu xanh lá ngái,
Question 1	Những chi tiết miêu tả cảnh yên tĩnh của rừng phòng Nam là? <input type="checkbox"/> Tiếng chim hót từ xa vọng lại <input checked="" type="checkbox"/> Chim chóc chẳng con nào kêu, một tiếng lá rơi cũng khiến người ta giật mình <input type="checkbox"/> Gió bắt đầu nỗi tên
Question 2	Mùi hương của hoa tràm như thế nào? <input type="checkbox"/> Nhè nhẹ tása tên <input type="checkbox"/> Tan dần theo hơi ấm mặt trời <input checked="" type="checkbox"/> Thơm ngày ngắn, phảng phát khéo rang
Edit Delete	

Figure 22. “Question Detail” page (group question)

Field name	Type	Mandatory	Min length	Max length	Description
Click to show shared content	Hyperlink				Hyperlink that displays shared content of group question

Edit	Button	N			Button that redirects to “Editing Question” page
Delete	Button	N			Button for deleting question

Table 20. Components of “Question Detail” page

4.3.4.8 Adding Question

Figure 23. “Adding Question” page (single question)

Field name	Type	Mandatory	Min length	Max length	Description
Question type	Select box	Y			Select box for choosing type of question
Level	Select box	Y			Select box for choosing difficulty level of question

Test Skill	Select box	Y			Select box for choosing skill to be tested of question
Question	Text	Y			Textbox for entering question
Check box	Check box	Y			Checkbox for marking which answer is true
Answer	Text	Y			Textbox for entering answer content
X	Button	N			Button for removing an answer
+	Button	N			Button for adding one more answer to the question
Browser	File	N			Button for display dialog of selection audio
Submit	Button	Y			Button for submitting new question
Time Allowed	Textbox	N			Textbox for displaying time of question
Clock	Icon	N			Textbox for setting time of question

Table 21. Components of “Adding Question” page (single question)

Add Question

Question Type	<input type="text" value="Group"/>
Level	<input type="text" value="Beginner"/>
Test Skill	<input type="text" value="Vocabulary"/>
Content	<div style="border: 1px solid #ccc; padding: 5px; height: 40px; margin-top: 5px;"></div>
Question 1	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <input type="text" value="Here comes the content of question #1"/> </div> <div style="display: flex; justify-content: space-between;"> <div style="flex: 1;"> <input type="checkbox" value="Here comes the content of answer #1"/> Here comes the content of answer #1 </div> <div style="flex: 1;"> <input type="checkbox" value="Here comes the content of answer #2"/> Here comes the content of answer #2 </div> </div> <div style="text-align: center; margin-top: 5px;"> + </div>
Question 2	<div style="border: 1px solid #ccc; padding: 5px; margin-bottom: 5px;"> <input type="text" value="Here comes the content of question #2"/> </div> <div style="display: flex; justify-content: space-between;"> <div style="flex: 1;"> <input type="checkbox" value="Here comes the content of answer #1"/> Here comes the content of answer #1 </div> <div style="flex: 1;"> <input type="checkbox" value="Here comes the content of answer #2"/> Here comes the content of answer #2 </div> </div> <div style="text-align: center; margin-top: 5px;"> + </div>
Time allowed	<input type="text" value="00:30"/>
Submit	

Figure 24. “Adding Question” page (group question)

Field name	Type	Mandatory	Min length	Max length	Description
Question type	Select box	Y			Select box for choosing type of question
Level	Select box	Y			Select box for choosing difficulty level of question
Test Skill	Select box	Y			Select box for choosing skill to be tested of question
Content	Text area	Y			Text area for entering shared content of group question
Question	Textbox	Y			Textbox for entering content of question in group

X	Button	N			Button for removing question in group
Check box	Check box	Y			Checkbox that marks the correct answer in question
Answer	Textbox	Y			Textbox for entering content of answer
X	Button	Y			Button for removing answer in question
+	Button	N			Button for adding one more answer
+	Button	N			Button for adding one more question
Submit	Button	Y			Button for submitting new question
Time Allowed	Textbox	Y			Textbox for setting time of question

Table 22. Components of “Adding Question” page (group question)

4.3.4.9 Editing Question

The screenshot shows a form titled 'Edit question #3'. It includes fields for 'Question Type' (Single), 'Level' (Beginner), 'Test Skill' (Vocabulary), and a 'Question' text area containing the Vietnamese sentence 'Từ nào sau đây không cùng nhóm với các từ còn lại?'. Below this, there's a 'Answers' section with four options: 'Châm chỉ' (unchecked), 'Siêng năng' (unchecked), 'Chuyên cần' (unchecked), and 'Ngôn ngữ' (checked). A blue '+' button is available for adding more answers. A 'Time allowed' field shows '00:30'. At the bottom are 'Update' and 'Back to Detail' buttons.

Figure 25. “Editing Question” page (single question) (1)

Field name	Type	Mandatory	Min length	Max length	Description
Question type	Select box	Y			Select box for choosing type of question
Level	Select box	Y			Select box for choosing difficulty level of question
Test Skill	Select box	Y			Select box for choosing skill to be tested of question
Question	Textbox	Y			Textbox for entering content of question in group
Check box	Check box	Y			Checkbox that marks the correct answer in question

Answer	Textbox	Y			Textbox for entering content of answer
+	Button	N			Button for adding more selectable answers of the question
X	Button	N			Button for deleting answer of question
Submit	Button	Y			Button for submiting the question content
Back to Detail	Button	Y			Button for backing to Question Detail page
Time Allowed	Textbox	N			Textbox for displaying time of question
Clock	Icon	N			Textbox for setting time of question

Table 23. Components of “Editing Question” page (single question) (1)

Edit question #15

Question Type	Group
Level	Beginner
Test Skill	Reading
Content	<p>Rừng cây im lặng quá. Một tiếng lá rơi lúc này cũng có thể khiến người ta giật mình. La quâ, chim chóc chẳng nghe con nào kêu. Hay vẹt có tiếng chim ở một nơi nào xa tăm, vì không chú ý mà tôi không nghe chêng. Gió bắt đầu nổi rào rào theo với khói mặt trời đang tưởn sáng vành rực xung quanh mặt đất. Một lần hơi đắt nhẹ nhẹ tép lên, phi mor những cây cúc áo, rồi tan biến theo hơi ấm mặt trời. Phút yên tĩnh của rừng bao mai dần dần biến đi.Chim hót lựu lo, Nắng bốc hương hoa tràm thơm ngọt ngọt. Gió đưa mùi hương ngọt lan xa, phảng phát khắp rừng. Mây con kỳ nhông nằm phơi bụng trên gốc cây mục, sác da lung luân biến đổi từ xanh hóa vàng, từ vàng hóa đỏ, từ đỏ hóa tím xanh...Con luốc động dây cánh mõi, ròn ròn bò tối, Nghé tiếng chán con chó săn nguy hiểm, những con vật thuộc loài bò sát có bốn chân to hơn ngón chân cái kia liền quét chiếc đuôi dài chạy từ tần, con nắp chỗ gốc cây thi biến thành màu xám vô cây, con deo trên tần lá ngái thi biến ra màu xanh lá ngái.</p>

Figure 26. “Editing Question” page (group question) (2)

Question 1

Những chi tiết miêu tả cảnh yên tĩnh của vùng phương Nam là?

Tiếng chim hót từ xa vọng lại ×

Chim chóc chẳng con nào kêu, một tiếng lá rơi cũng khiến người ta giật mình ×

Gió bắt đầu nổi lên ×

+

Question 2

Mùi hương của hoa tràm như thế nào?

Nhè nhẹ tỏa lên ×

Tan dần theo hơi ấm mặt trời ×

Thơm ngọt ngào, phảng phất khắp vùng ×

+

+

Time allowed 05:30

Update Back to Detail

Figure 27. “Editing Question” page (group question) (3)

Field name	Type	Mandatory	Min length	Max length	Description
Question type	Select box	Y			Select box for choosing type of question
Level	Select box	Y			Select box for choosing difficulty level of question
Test Skill	Select box	Y			Select box for choosing skill to be tested of question
Content	Text	Y			Textarea for entering the shared content used by all questions
Question	Text	Y			Textarea for entering content of a single question in group
X	Button	N			Button for deleting the corresponding question in group

Check box	Check box	Y			Checkbox that marks the correct answer in question
Answer	Text	Y			Textbox for entering content of answer
X	Button	Y			Button for deleting the corresponding answer
+	Button	N			Button for adding more question to the group
+	Button	N			Button for adding more answer to the question
Submit	Button	Y			Button for submitting the group question
Back to Detail	Button	Y			Button for backing to Question Detail page
Time Allowed	Textbox	N			Textbox for displaying time of question
Clock	Icon	N			Textbox for setting time of question

Table 24. Components of “Editing Question” page (group question)(2)

4.3.5 Admin

4.3.5.1 Admin Dashboard

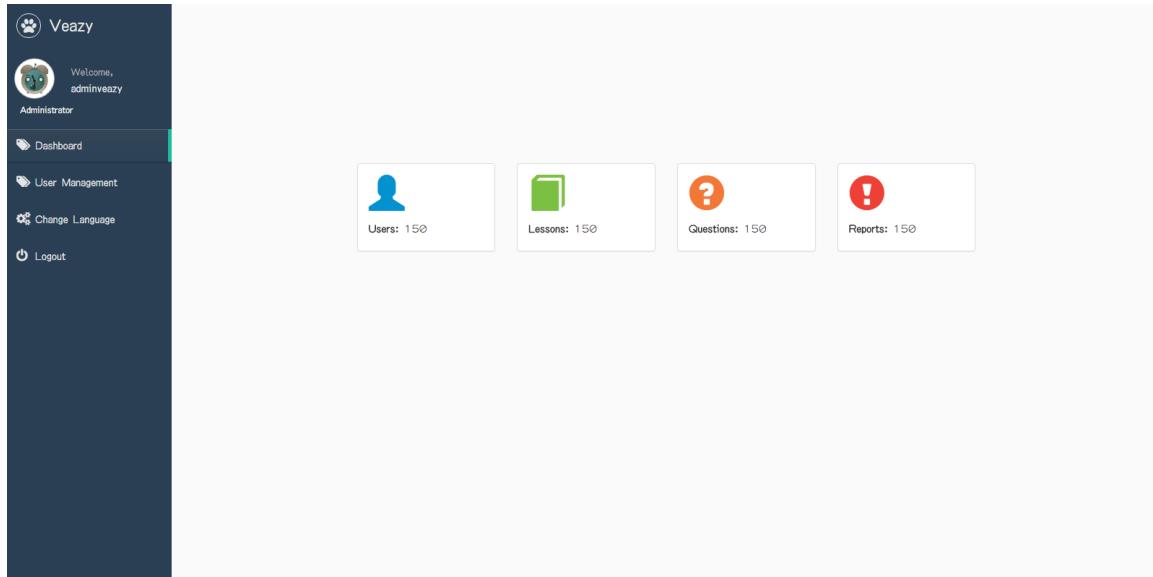


Figure 28. “Admin Dashboard” page

Field name	Type	Mandatory	Min length	Max length	Description
Dashboard	Hyperlink	N			Hyperlink that redirects to “Admin Dashboard” page
User Management	Hyperlink	N			Hyperlink that redirects to “User management” page
Change Language	Hyperlink	N			Hyperlink that changes language of website
Logout	Hyperlink	N			Hyperlink that logs user out of Veazy system

Table 25. Components of “Admin Dashboard” page

4.3.5.2 Member List

The screenshot shows a web-based application interface for managing users. At the top, there is a search/filter section titled "Show only users where". It contains three dropdown menus: "Role", "Status", and "Username", followed by a "Filter" button. Below this is a table with columns "Username", "Status", "Role", and "Actions". The table contains three rows of data:

Username	Status	Role	Actions
Crimson	Active	User	Manage ▾
editor	Active	Content Editor	Manage ▾
anonymous	Banned	User	Manage ▾

At the bottom of the table is a navigation bar with icons for navigating between pages.

Figure 29. “Member List” page

Field name	Type	Mandatory	Min length	Max length	Description
Role	Dropdown	N			Dropdown that displays selectable options for user to selects role of member
Status	Dropdown	N			Dropdown that displays selectable options for user to selects status of member
Username	Textbox	N			Textbox for entering username of member
Filter	Button	N			Button for filtering member by role, status or username

Username	Hyperlink	N			Hyperlink that shows “Member Information Detail” popup
Manage	Dropdown	N			Dropdown that displays selectable options for user include bans member, assigns as editor and assigns as admin
First	Button	N			Button for displaying the first 5 members in table
Previous	Button	N			Button for navigating to 5 previous members in table
Next	Button	N			Button for navigating to 5 next members in table
Last	Button	N			Button for navigating to 5 last members in table

Table 26. Components of “Member List” page

4.4 Database design

4.4.1 Table diagram

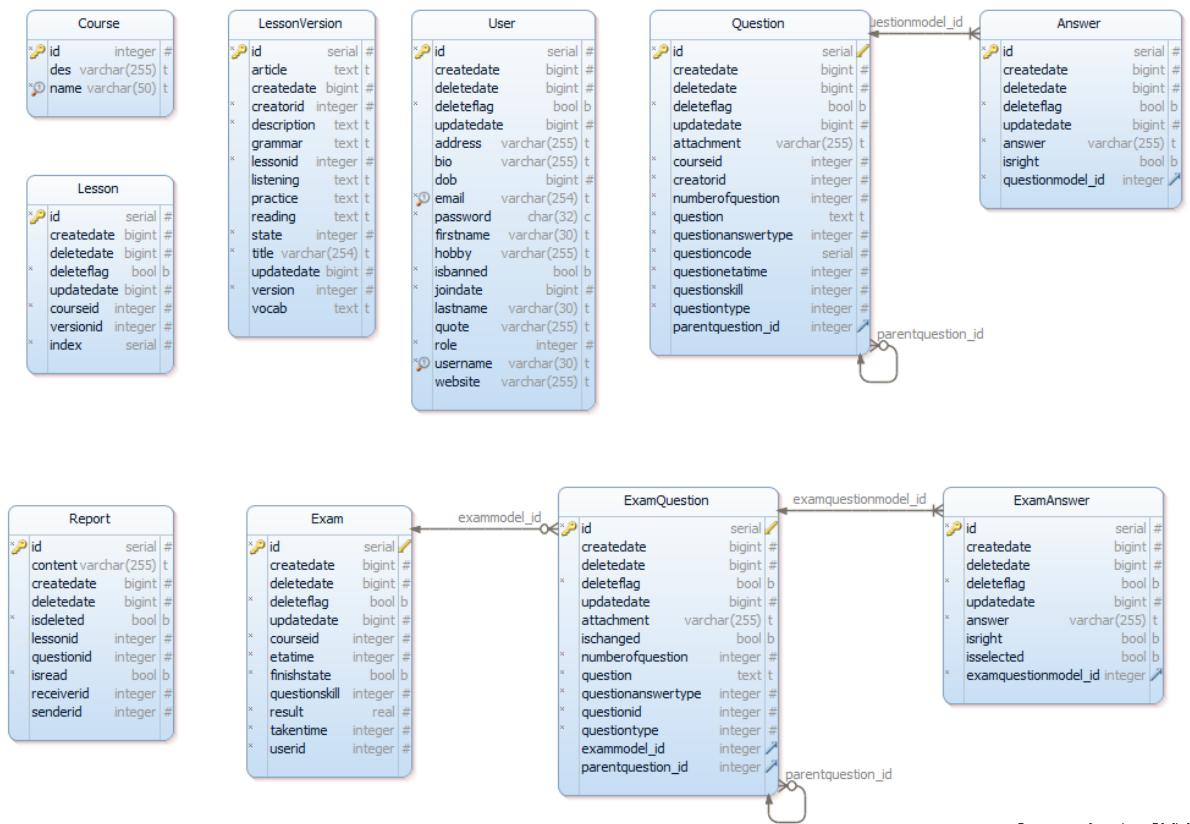


Figure 4-66: Table diagram

List of tables and brief description

No	Table Name	Description
1	Course	Store course information
2	Exam	Store all exam of user.
3	Lesson	Store lesson information
4	LessonVersion	Store the version of lesson
5	Report	Store user report
6	User	Store user information
7	Answer	Store question answer
8	ExamAnswer	Store answer of a question in exam
9	ExamQuestion	Store question of an exam
10	Question	Store question information

4.4.2 Course table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	integer		NOT		P		
2	des	character	255					description
3	name	character	50	NOT	U			

4.4.3 Exam table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	courseid	integer	NOT				
7	etetime	integer	NOT			0	estimate time
8	finishstate	bool	NOT				
9	questionskill	integer					
10	result	real	NOT			0.0	
11	takentime	integer	NOT			0	
12	userid	integer	NOT				

4.4.4 Lesson table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	courseid	integer	NOT				
7	versionid	integer					
8	index	serial	NOT				

4.4.5 LessonVersion table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		
2	article	text						
3	createdate	bigint						
4	creatorid	integer		NOT			FALSE	
5	description	text		NOT				
6	grammar	text						
7	lessonid	integer		NOT				
8	listening	text						
9	practice	text						
10	reading	text						
11	state	integer		NOT			1	
12	title	varchar	254	NOT				
13	updatedate	bigint						
14	version	integer		NOT			1	
15	vocab	text						

4.4.6 Report table

No	Field Name	Type	Null	Unique	P/F Key	Default	Description
1	id	serial	NOT		P		
2	createdate	bigint					
3	deletedate	bigint					
4	deleteflag	bool	NOT			FALSE	
5	updatedate	bigint					
6	lessonid	integer					
7	questionid	integer					
8	isread	bool	NOT			FALSE	
9	receiverid	integer					
10	senderid	integer					

4.4.7 User table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	address	varchar	255					
7	bio	varchar	255					biographic
8	dob	bigint						date of birth
9	email	varchar	254	NOT	U			
10	password	char(32)		NOT				
11	firstname	varchar	30					
12	hobby	varchar	255					
13	isbanned	bool		NOT			FALSE	
14	joindate	bigint		NOT				
15	lastname	varchar	30					
16	quote	varchar	255					
17	role	integer		NOT			3	
18	username	varchar	30		U			
19	website	varchar	255					

4.4.8 Answer table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	answer	varchar	255	NOT				
7	isright	bool		NOT			FALSE	
8	questionmodel_id	integer		NOT		F		

4.4.9 ExamAnswer table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	answer	varchar	255	NOT				
7	isright	bool		NOT			FALSE	
8	isselected	bool		NOT			FALSE	
9	examquestionmodel_id	integer				F		

4.4.10 ExamQuestion table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	attachment	varchar	255					
7	ischanged	bool						
8	numberofquestion	integer		NOT			1	
9	question	text		NOT				
10	questionanswertype	integer		NOT			1	
11	questionid	integer		NOT				
12	questiontype	integer		NOT			1	
13	exammodel_id	integer				F		
14	parentquestion_id	integer				F		

4.4.11 Question table

No	Field Name	Type	Max Length	Null	Unique	P/F Key	Default	Description
1	id	serial		NOT		P		Auto increase
2	createdate	bigint						
3	deletedate	bigint						
4	deleteflag	bool		NOT			FALSE	
5	updatedate	bigint						
6	attachment	varchar	255					
7	courseid	integer		NOT				
8	creatorid	integer		NOT				
9	numberofquestion	integer		NOT			1	
10	question	text		NOT				
11	questionanswertype	integer		NOT			1	
12	questioncode	serial		NOT				
13	questionetatype	integer		NOT			60	
14	questionskill	integer		NOT			1	
15	questiontype	integer		NOT			1	
16	parentquestion_id	integer				F		

5 SOFTWARE SOURCE CODE

The screenshot shows the Eclipse IDE interface with the following details:

- Title Bar:** Java EE - Veazy/src/main/java/vn.edu.fu/veazy/core/security/VeazyAuthenProvider.java
- Toolbar:** File Edit Source Refactor Navigate Search Project Run Window Help
- Project Explorer:** Shows the project structure under src/main/java, including sub-packages like vn.edu.fu.veazy.core.common, vn.edu.fu.veazy.core.controller, etc.
- Code Editor:** Displays the Java code for VeazyAuthenProvider.java. The code implements AuthenticationProvider and UserDetailsService, using annotations like @Component, @Transactional, and @Override. It includes methods for authenticate, supports, and loadUserByUsername.
- Right-hand Side:** Shows various toolbars and views typical of the Eclipse IDE environment.

```

25 @Component
26 @Transactional
27 public class VeazyAuthenProvider implements AuthenticationProvider, UserDetailsService {
28     ...
29     private Logger LOGGER = LoggerFactory.getLogger(VeazyAuthenProvider.class);
30     ...
31     @Autowired
32     private GenericDao<UserModel, Integer> userDao;
33     ...
34     @Override
35     public Authentication authenticate(Authentication authentication) throws AuthenticationException {
36         String username = authentication.getName();
37         String password = authentication.getCredentials().toString().trim();
38         ...
39         User theOneThatGotAway = (User) userDao.loadUserByUsername(username);
40         if (theOneThatGotAway == null || !theOneThatGotAway.getPassword().trim().equals(password)) {
41             return null;
42         }
43         ...
44         return new UsernamePasswordAuthenticationToken(username, password, theOneThatGotAway.getAuthorities());
45     }
46     ...
47     @Override
48     public boolean supports(Class<?> authentication) {
49         return authentication.equals(UsernamePasswordAuthenticationToken.class);
50     }
51     ...
52     @Override
53     public UserDetails loadUserByUsername(String username) throws UsernameNotFoundException {
54         UserModel sample = new UserModel();
55         sample.setUserName(username);
56         List<UserModel> listMatchUsers = null;
57         try {

```

Figure 5-1: Sample of Source Code (VeazyAuthenProvider)

6 SOFTWARE TEST DOCUMENTATION

6.1 INTRODUCTION

6.1.1 Purposes

This is the comprehensive test plan of the Veazy project. The purpose of the document is to describe the scopes of test and activities which need to be taken during test process of project.

6.2 TEST PLAN

6.2.1 Scope of Testing

VEAZY will be tested by five phases:

Phase 1: Unit testing

- Unit testing will be done by developers
- Developers user While Box Testing technique to do
- When executing unit testing, if any bugs are found, developers have to log bug on “Defect Log Management” file and fix it until it is correct.

Rule for filling test result:

Test result pass	Pass
Test result fail	Fail
Do not test	Untested
Cannot test	N/A (Not available)

Phase 2: Component testing

- Component testing will be performed by testers using Black Box Testing technique.
- Material are component test cases based on low- level design.
- When executing component test, if any bugs are found, testers have to log bug into “Defect Log Management” file and assign developer to fix it and repeat this process until the bug is fixed correctly.

- When executing component testing, if any bugs are found, testers have to log on “Defect Log Management” file and assign to developer fix it and redo this process until it is correct.

Rule for filling test result:

Test result pass	Pass
Test result fail	Fail
Do not test	Untested
Cannot test	N/A (Not available)

Phase 3: Integration testing

- After finishing component testing, Integration testing will be performed by testers.
- Material are integration test cases, high- level design and test tools.
- Doing test by checking flows between functions and items which have relation.
- When executing integration test, if any bugs are found, testers have to log on “Defect Log Management” file and assign developer to fix it and repeat this process until it is fixed correctly

Rule for filling test result:

Test result pass	Pass
Test result fail	Fail
Do not test	Untested
Cannot test	N/A (Not available)

Phase 4: System testing

- After finishing integration testing and developers collect all functions and items, testers will be performed system testing, it means doing test whole system.
- Material area system test case, SRS

- If any bugs are found, developers have to fix and testers will verify them. System test is ended only when test cases are passed and no bug is found.

Rule for filling test result:

Test result pass	Pass
Test result fail	Fail
Do not test	Untested
Cannot test	N/A (Not available)

Phase 5: Acceptance testing

- Base on customer/user requirement specification, system is tested again, for ensure there is not lacking or mistake any requirement.
- If there is any problem, developers have to fix/update and tester will verify them.
- Acceptance testing is ended only when whole system met requirement specification.

6.2.1.1 Test Items

No		Functions
1	Guest	<ul style="list-style-type: none"> - Register - Login - Take Test - View Result Test - View Lesson List - View Lesson Detail
2	Member	<ul style="list-style-type: none"> - Log in / Log out - Take Test - View Result Test - View List Test History - Retake Test - Report Question - View Lesson List - View Lesson Detail - Report Question - View Profile

		<ul style="list-style-type: none"> - Edit Profile - Change Password - View Test Statistic
3	Content Editor	<ul style="list-style-type: none"> - Log in / Log out - View Profile - Edit Profile - Change Password - View Lesson List - Edit Lesson - Delete Lesson - View Lesson Detail - Create Lesson - View Report - View Question List - Edit Question - Delete Question - View Question Details - Create Question
4	Administrator	<ul style="list-style-type: none"> - Log in / Log out - View Profile - Change Password - View Users List - View User Profile - Ban User - Unban User - Set User Role - Search User - View System Statistics

6.2.1.2 Acceptance Test Criteria

- Criteria for Unit test of Development team, for Test team accepts to start testing:
 - Number of UTC/KLOC: 31 UTC/KLOC
 - Number defects/KLOC: 2-4 defects/KLOC
 - Statement coverage: 97%
 - Branch coverage: 100%
 - Path coverage: 100%
- Criteria for Integration test:
 - Number of ITC/KLOC: 30 ITC/KLOC
 - Number defects/KLOC: 2-4 defects/KLOC
- Criteria for System test:
 - Number of STC/KLOC: 60 STC/KLOC
 - Number defects/KLOC: 4-6 defects/KLOC
- Criteria for Acceptance test:
 - Number defects/KLOC: 1-2 defects/KLOC

6.2.1.3 Testing Risks

No	Risk	Solution	Impact
1	Qualifications of project team members are not enough to complete all the work of the project.	- Training existing resources to respond necessary skills. - The members of the group support each other.	High
2	Lack of resources, hardware and software to ensure the process of testing.	- Check existing computer systems, taking suggestions from members about hardware and software of computer capable of catering the process of testing.	High
3	Later than the scheduled time.	- Using MS Project to manage and assign tasks to each member.	High
4	Not enough time to write all test cases, execute test or re-test for fixed bug.	- Regular monitoring, reminding and supporting members. - Increase working time.	High
5	Tester can be ill during the testing phase.	- All members of the group must be instructed to backup testing for ill members.	High
6	The computer may be damaged or stolen.	- Prepare 1 or 2 backup device. - Backup your data to multiple copies.	High

6.2.2 Test Strategies

6.2.2.1 Test Model

VEAZY project follows V-Model process:

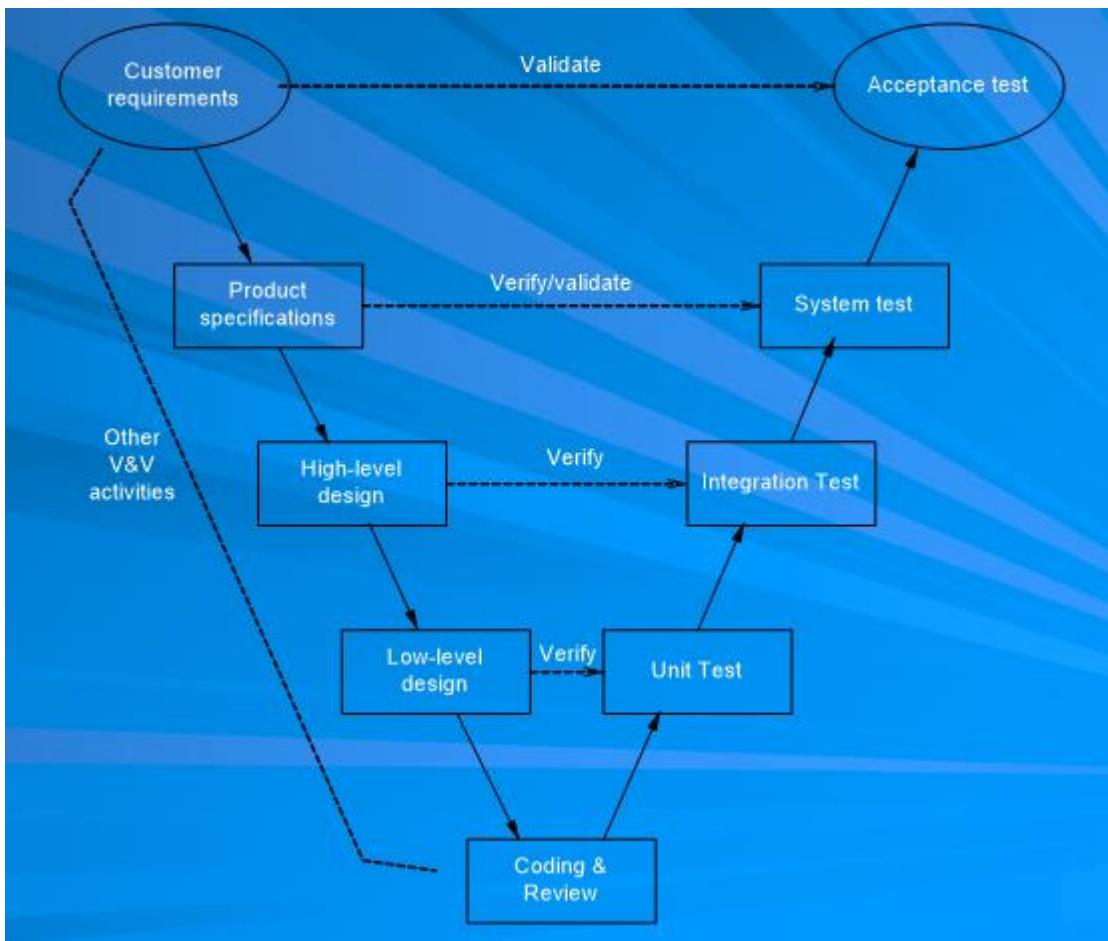


Figure 6-1: V-Model

Testing progress is divided to five phases include: Unit test, Component test, Integration test, System test and Acceptance test

- **Unit test:**

- *Unit testing is used to verify a single minimal unit of source code. The purpose of unit testing is to isolate the smallest testable parts of VEAZY and verify that they function properly in isolation.*
- Unit testing is the first level of testing and is performed prior to component testing.
- Unit testing will be done by developer.

- **Component test:**

- Component testing is used to validate a combined many minimal units of source code.
 - Component testing is performed after unit testing and before integration testing.
 - Component testing will be done by tester
- **Integration test:**
- Integration testing is a level of the software testing process where individual units or component are combined and tested as a group.
 - The purpose is to expose faults in the interaction between integrated units.
 - Integration testing is performed after component testing.
 - Integration testing will be done by tester.
 - There are two methods of doing integration testing: Bottom-up Integration testing and Top Down Integration testing:

No	Integration Testing Method
1	<p style="text-align: center;">Bottom-up integration</p> <p>This testing begins with unit testing, followed by tests of progressively higher-level combinations of units called modules.</p>
2	<p style="text-align: center;">Top- Down integration</p> <p>This testing, the highest-level modules are tested first and progressively lower-level modules are tested after that</p>

Table 6-1: Integration test

- **System test:**
- System Testing is a level of the software testing process where a complete, integrated system is tested
 - The purpose is to evaluate the system's compliance with the specified requirements
 - System testing is performed after integration testing
 - System testing will be done by tester
- **Acceptance test:**
- Acceptance testing is performed after system testing
 - Acceptance testing will be performed by the test leader and team leader.
 - The acceptance test will be done for a period of 1 weeks after completion of the system test process.

6.2.2.2 Types of Testing

6.2.2.2.1 Function Testing

- Functionality testing of all implemented functions on the Veazy system.
- Functionality testing is performed to verify that a software application performs and functions correctly according to the functional requirements/specifications.
- Functions are tested by feeding them input and examining the output. This type of testing is not concerned with how processing occurs, but rather, with the results of processing.
- During functional testing, [Black Box Testing](#) technique is used in which the internal logic of the system being tested is not known to the tester.
- Functional testing typically involves these steps:
 - The identification of functions that the software is expected to perform
 - The creation of input data based on the function's specifications
 - The determination of output based on the function's specifications
 - The execution of the test case
 - The comparison of actual and expected outputs

Test Objective	Verify the application and its internal processes by interacting with the application via the Graphical User Interface (GUI) and analyzing the outputs or results
Technique	<p>Executing each use case, use-case flow, or function, using valid and invalid data, to verify the following:</p> <ul style="list-style-type: none"> • The expected results occur when valid data is used. • The appropriate error or warning messages are displayed when invalid data is used. • Each business rule is properly applied.
Completion Criteria	<ul style="list-style-type: none"> • All planned tests have been executed. • All identified defects have been addressed and closed.
Special Considerations	<p>Testing may be stopped when</p> <ul style="list-style-type: none"> • Time runs out • A certain number of defects found • Test coverage > 97% • Stop when testing becomes unproductive

Table 6-2: Function Testing

6.2.2.2.2 User Interface Testing

- GUI testing is the process of testing a product's graphical user interface to ensure it meets its specifications
- GUI test will be performed fully on all screens.
- GUI testing evaluates design elements such as layout, colors, fonts, font sizes, labels, text boxes, text formatting, captions, buttons, lists, icons, links, content and more.
- For instance, it must be able to provide inputs to the input fields.
 - Check Error Messages are displayed correctly.
 - Check Font used in application is readable.
 - Check the Color of the font and warning messages is aesthetically pleasing.
 - Check the alignment of the text is proper.
 - Check that the images have good clarity.
 - Check the positioning of GUI elements for different screen resolution.

Test Objective	Navigation through the target-of-test properly reflects business functions and requirements, including screen to screen, field-to-field, and use of access methods. Objects and characteristics, such as menus, size, position, state, and focus conform to standards.
Technique	Create or modify tests for each window to verify proper navigation and object states for each application window and objects.
Completion Criteria	Each window successfully verified to remain consistent with benchmark version or within acceptable standard
Special Considerations	Not all properties for custom and third party objects can be accessed.

Table 6-3: GUI Testing

6.2.2.2.3 Data and Database Integrity Testing

- The databases and the database processes should be tested as a subsystem within the Project. These subsystems should be tested without the target-of-test's User Interface as the interface to the data. Additional research into the Database Management System (DBMS) needs to be performed to identify the tools and techniques that may exist to support the testing identified below.

Test Objective	Ensure database access methods and processes function properly and without data corruption.
Technique	<ul style="list-style-type: none"> Invoke each database access method and process, seeding each with valid and invalid data or requests for data. Inspect the database to ensure the data has been populated as intended, all database events occurred properly, or review the returned data to ensure that the correct data was retrieved for the correct reasons.
Completion Criteria	All database access methods and processes function as designed and without any data corruption.
Special Considerations	<ul style="list-style-type: none"> Testing may require a DBMS development environment or drivers to enter or modify data directly in the databases. Processes should be invoked manually. Small or minimally sized databases (limited number of records) should be used to increase the visibility of any non-acceptable events.

Table 6-4: Data and Data Integrity Testing

6.2.2.2.4 Performance Testing

Test Objective:	<p>Verify performance behaviors for designated transactions or business functions under the following conditions:</p> <ul style="list-style-type: none"> • Normal anticipated workload(Normal time to load a page) • Anticipated worst case workload (Longest time to load a page)
Technique:	<ul style="list-style-type: none"> • Use Test Procedures developed for Function or Business Cycle Testing. • Modify data files to increase the number of transactions or the scripts to increase the number of iterations each transaction occurs. • Scripts should be run on one machine (best case to benchmark single user, single transaction) and be repeated with multiple clients (virtual or actual).
Completion Criteria:	<ul style="list-style-type: none"> • Single Transaction or single user: Successful completion of the test scripts without any failures and within the expected or required time allocation per transaction. • Multiple transactions or multiple users: Successful completion of the test scripts without any failures and within acceptable time allocation.
Special Considerations:	<ul style="list-style-type: none"> • Comprehensive performance testing includes having a background workload on the server. • There are several methods that can be used to perform this, including: <ul style="list-style-type: none"> ○ Use multiple physical clients, each running test scripts to place a load on the system.

	<ul style="list-style-type: none"> ○ Performance testing should be performed on a dedicated machine or at a dedicated time. This permits full control and accurate measurement. ○ The databases used for Performance Testing should be either actual size or scaled equally.
--	--

6.2.2.3 Test stages

- Clearly state the stage in which the test will be executed. Identified below are the stages in which common test are executed

Type of Tests	Stage of Test				
	Unit	Component	Integration	System	User Acceptance
Function Testing	X	X	X	X	X
User Interface Testing			X	X	
Data & Data Integrity Testing			X	X	
Performance Testing	X		X		

6.2.2.4 Tools/Environments

6.2.2.4.1 Hardware

System resources		
Resource	Quantity	Name and Type
Tester PCs	3	
CPU	1	Intel Dual Core i3
RAM	2	2G
Hardware	1	250GB

Table 5-1: Hardware

6.2.2.4.2 Software

Name	Version	Type and Others Notes
Windows	7, 8, 8.1, 10	Operating system
IE	8, 9, 10, 11	Web browser
Firefox	47.0.1	Web browser
Chrome	52.0.2743.82	Web browser
Office	2010, 2013	Microsoft office

Table 5-2: Software

6.2.2.4.3 Infrastructure

Name	Purpose	Detail	Vendor/In-house	Version
Veazy_Defect Log Management_v1.0_EN.xls	Tracking bug during testing time	Microsoft Excel 2010, 2013	FPT University	v1.0

Table 5-3: Infrastructure

6.2.3 Resources

Worker/Doer	Role	Specific Responsibilities/Comments
Nguyen Trong Duy	Test Leader	<p>Provides management oversight.</p> <p>Responsibilities include:</p> <ul style="list-style-type: none"> • Manage Test Resource and assign test tasks. • Create and review Test Plan. • Review Test Case. • Review Test Report
Nguyen Hong Quan	Tester	<ul style="list-style-type: none"> • Create and review Test Case. • Execute test. • Create Test viewpoints • Create and review Test Report
Pham Duc Thang	Tester	<ul style="list-style-type: none"> • Create and review Test Case. • Execute test. • Create Test viewpoints • Create and review Test Report

Table 6-7: Resources

6.2.4 Test Milestones

Milestone Task	Effort (pd)	Start Date	End Date
Create TP	1	08/06/2016	09/06/2016
Review & update TP	1	09/06/2016	10/06/2016
Create Integration TC	5	20/06/2016	27/06/2016
Review & Update Integration TC	2	27/06/2016	29/06/2016
Create System TC	4	29/06/2016	05/07/2016
Review & Update System TC	2	05/07/2016	07/07/2016
Execute IT phase 1	2	01/08/2016	03/08/2016
Execute IT phase 2	2	03/08/2016	05/08/2016
Execute ST phase 1	4	03/08/2016	09/08/2016
Execute ST phase 2	1	09/08/2016	11/08/2016

Table 6-8: Test milestone

6.3 TEST CASES

1.3.1 Integration Test Case

Refer to [VEAZY Integration Test Case v1.0 EN](#) to see detail all test cases.

Module Code	Administrator Login			
Test requirement	This test cases were created to test integration between login with all functions and all functions together			
Tester	QuanNH			
Pass	Fail	Untested	N/A	Number of Test cases
16	0	0	0	16

ID	Test Case Description	Test Case Procedure	Expected Output	Inter-test case Dependence	Result	Test date	Note
Check its integration to the view statistics function							
[Administrator Login-]	Check the interface link between login and view stats module	From the login page enter login credentials of Admin and click on Login button.	To be directed to the Admin Dashboard page with system statistic.		Pass	22-Aug-16	
Check its integration to the view member function							
[Administrator Login-2]	Check the interface link between view system statistic and view list member module	From Admin Dashboard page click on User Management menu.	To be directed to the List Member page.	[Administrator Login-]	Pass	22-Aug-16	
[Administrator Login-3]	Check viewing detail information of member when click on Username hyperlink	From the User Management page click on "username" hyperlink.	System display the detail information popup corresponding id of member that user click on.	[Administrator Login-2]	Pass	22-Aug-16	
Check its integration to the ban member function							
[Administrator Login-5]	Check banning member when click on Ban dropdown menu	From the User Management page click on "ban" dropdown menu.	Banning member corresponding id of member that user selected.	[Administrator Login-2]	Pass	22-Aug-16	
[Administrator Login-6]	Check banning member when click on Ban button	From the detail information popup click on "ban" dropdown menu.	Banning member corresponding id of member that user selected.	[Administrator Login-3]	Pass	22-Aug-16	
Check its integration to the ban member function							
[Administrator Login-8]	Check setting role of member to Editor when click on Assigns as editor dropdown menu	From the User Management page click on "Assigns as editor" dropdown menu.	Setting role of member corresponding id of member that user selected.	[Administrator Login-2]	Pass	22-Aug-16	
[Administrator Login-9]	Check setting role of member to Editor when click on Assigns as editor button	From the detail information popup click on "ban" dropdown menu.	Setting role of member corresponding id of member that user selected.	[Administrator Login-3]	Pass	22-Aug-16	
Check its integration to the Change Language function							
[Administrator Login-11]	Check the interface link between view statistics page and change language module	From the Admin Dashboard page click on "Change Language" menu.	System's language is changed to japanese.	[Administrator Login-]	Pass	11-Aug-16	

6.3.1 System Test Case

Refer to [VEAZY System Test Case v1.0 EN](#) to see detail all test cases.

Module Code	Admin Dashboard			
Test requirement	This test cases were created to test displaying admin dashboard.			
Tester	QuanNH			
Pass	Fail	Untested	N/A	Number of Test cases
10	0	1	0	11

ID	Test Case Description	Test Case Procedure	Expected Output	Inter-test case Dependence	Result	Test date	Note
Admin Dashboard							
[Admin Dashboard-]	Test logging into Admin Dashboard page successful using Admin account	On the login page enter Editor account and click on "Login" button.	The Admin Dashboard page is displayed with following information: -		Untested	22-Aug-16	
[Admin Dashboard-1]	Test pointing at Veazy logo	On the Admin Dashboard point at Veazy logo.	"Veazy" logo is lighted.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-2]	Test pointing at Dashboard menu	On the Admin Dashboard point at Dashboard menu.	"Dashboard" menu is lighted.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-3]	Test pointing at User Management menu	On the Admin Dashboard point at User menu.	"User Management" menu is lighted.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-4]	Test pointing at Logout menu	On the Admin Dashboard point at Logout menu.	"Logout" menu is lighted.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-5]	Test pointing at Change Language menu	On the Admin Dashboard point at Change Language menu.	"Change Language" menu is lighted.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-6]	Test clicking on Dashboard menu	On the Admin Dashboard click on Dashboard menu.	The Admin Dashboard page is displayed with system statistic.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-7]	Test clicking on User menu	On the Admin User click on User menu.	The User Management page is displayed with the following information: - List Member - Role dropdown list - Status dropdown list - Filter button	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-8]	Test Changing Language successful when click on Change Language in menu	On the Admin Dashboard click on Change Language menu.	Website's Language is changed from English to Japanese.	[Admin Dashboard-]	Pass	22-Aug-16	
[Admin Dashboard-9]	Test Changing Language successful when click on Change Language in menu (2nd)	On the Admin Dashboard click on Change Language menu.	Website's Language is changed from Japanese to English.	[Admin Dashboard-9]	Pass	22-Aug-16	

6.4 CHECKLISTS

6.4.1 Test Checklist

Question	Yes	No	N/A	Note	Priority
DOCUMENT CONTROL					
Verify whether document control procedures have been followed by checking for the following:					
<i>Does the title page contain the document name, version number, release date and issued date?</i>	X				
<i>Does the header and footer correctly specify the name, and version of the document?</i>	X				
<i>Does the page – numbering scheme indicate the total number of pages in the document?</i>	X				
<i>Is the history traceable?</i>	X				Mandatory
<i>Does it include list of reference documents?</i>	X				
<i>Are all documents checked Spelling and Grammar in MS Word or similar tools?</i>	X				

Table 6-9: System Test Checklist

TEST CASE REVIEW CHECKLIST					
Do test cases cover all requirements?	X				Mandatory
Do test cases cover all Testing types described in Test plan?	X				Mandatory
Has each test case been assigned a test case identifier?	X				Mandatory
Does each test case specify:					
<i>Actions</i>	X				Mandatory
<i>Test condition</i>	X				Mandatory
<i>Expected result</i>	X				Mandatory
Have the expected results been recorded in detail?	X				Mandatory
Do test cases for field validations, record validations and database updates include the following?					
<i>Valid conditions</i>	X				Mandatory
<i>Invalid conditions</i>	X				Mandatory
<i>Boundary or unusual conditions</i>	X				Mandatory
Is error message/message code specified in expected result for abnormal cases?	X				
Do the test cases for reports include the test data along with the expected output?	X				
Have the inter test case dependencies been described?	X				
Have all requested environments been specified ?	X				Mandatory
Are pre-conditions for the test specified?	X				
Are all metrics of test cases meet standards?	X				
<Add more rows if needed>					

Table 6-9: Checklist Test Plan

6.4.2 GUI checklist

Refer to [VEAZY GUI Checklist v1.0 EN](#) to see all detail.

6.5 TEST LOGS

6.5.1 Defect Logs

Refer to VEAZY_Defect Log

Management_v1.0_ENC:\Users\admin\AppData\Roaming\Microsoft\Report_5_Test\DefectLogs to see detail all Bug List.

Defects	Logged	%Closed	%Invalid	%Open
Critical	0	0%	0%	0%
High	0	0%	0%	0%
Medium	9	100%	0%	0%
Low	6	100%	0%	0%
Total	15	100%	0%	0%

Tabel 6-11: Defect Logs

6.5.2 Test Reports

This is Test report of VEAZY project during Test process.

Refer to:

- VEAZY_Unit Test Report_v1.0_EN
- VEAZY_Component Test Report_v1.0_EN
- VEAZY_Integration Test Report_v1.0_EN
- VEAZY_System Test Report_v1.0_EN

To see detail test report for each phase.

Phase	# Test cases Planned	#Defects Planned	#Test cases Actual(cases)	#Defects Actual	% Tests Executed	% Tests Passed	% Tests Fail
Unit Test	31TC/KLOC	2-4 defects/KLOC	37	0	100%	100%	0%
		2-4 defects/KLOC	84	2	100%	100%	0%
System Test	60TC/KLOC	4-6 defects/KLOC	643	13	100%	100%	0%
Total	700	240 – 340 defects/KLOC	764	15	100%	100%	0%

Table 6-12: Test Report

Phase	Round 1				Round 2			
	Pass	Fail	Untested	Bug	Pass	Fail	Untested	Bug
Unit Test	37	0	0	0	37	0	0	0
Integration Test	79	2	3	2	84	0	0	1
System Test	618	5	20	13	643	0	0	1
Total	734	7	23	15	764	0	0	6

Table 6-13: Test Report

6.5.3 Quality Report

			Defect (No of Def/KLOC)	
#	Product	Quality Control Activity	Plan	Actual
1	Test case	Unit Test	3-4	18
		Component Test	3-4	16
		IT	2-3	9
		System test	4-6	13
		Leakage (UAT)	1-2	
2	Requirements	Review	10	6
3	Design	Review	15	21
4	Code	Review	30	15
5	Project Plan	Review	10	3
6	Project Schedule	Review	10	6
7	Test Plan	Review	10	4
8	Other document	Review	15	10
Total				121

7 SOFTWARE USER MANUAL

7.1 Installation guide

7.1.1 Introduction

This document contains guide-lines step by step to deploy Veazy website, and set up its own database.

7.1.2 Environment

No	Name	Version	Description
1	Windows	Windows XP or higher	Operating System
2	JDK	8	Java environment to run Tomcat
3	Tomcat	7	To deploy website
4	PostgreSQL	9.4 or higher	To deploy database system
5	Browser	Firefox 20, Chrome 36 or higher	To browse the website

7.1.3 Application Installation

7.1.3.1 Install web browser

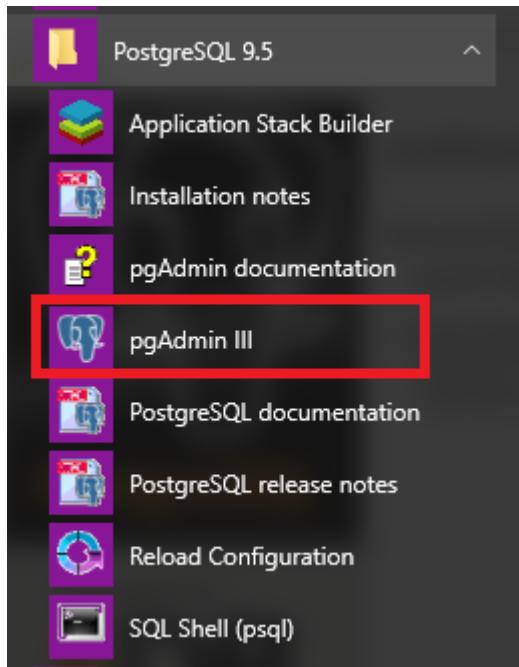
- Chrome can be download from
<https://www.google.com/intl/vi/chrome/browser/desktop/index.html>
- Firefox can be download from
<https://www.mozilla.org/vi/firefox/new/>

7.1.3.2 Install PostgreSQL 9.5.3

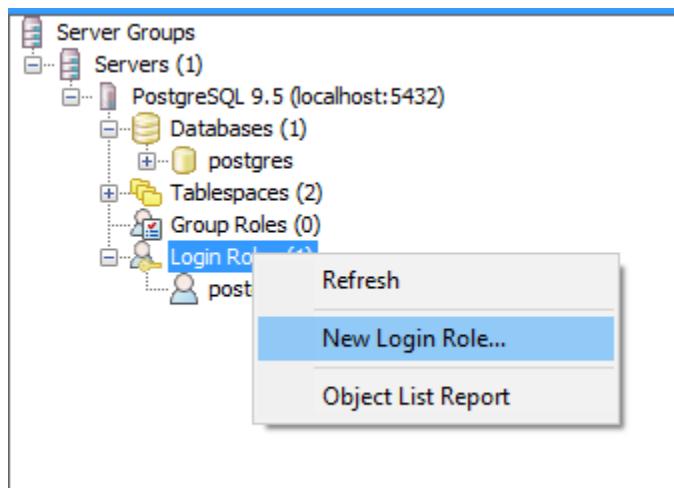
- Download and install PosgreSQL from:
<https://www.postgresql.org/download/>
- By default, the website server will listen on port 5432

7.1.3.3 Create Database

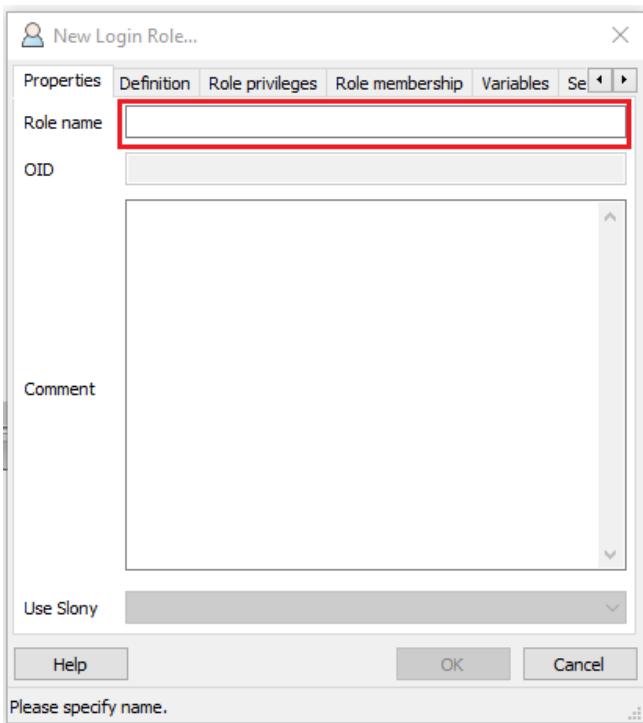
- In Windows start bar find and open “pgAdmin III”



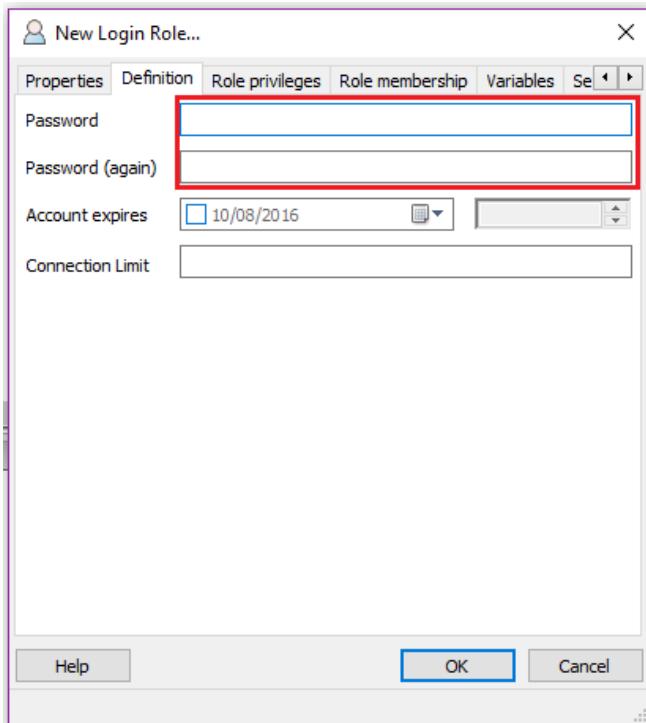
- Create new role



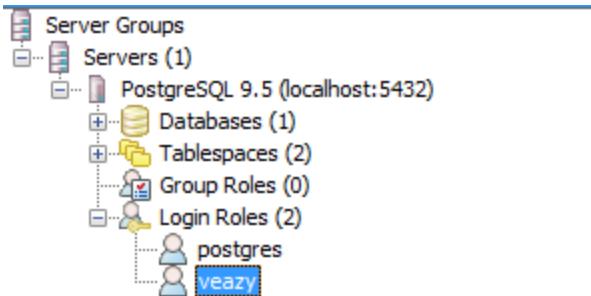
- Enter “veazy” to “Role name” box



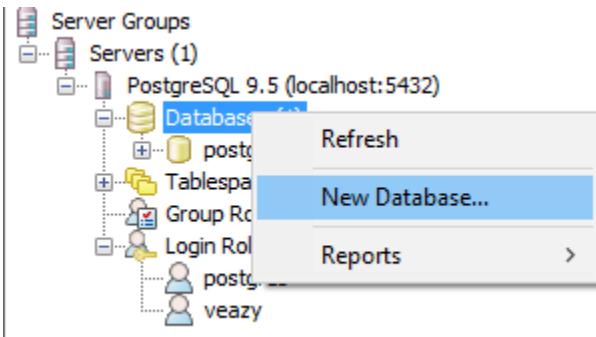
- Select “Definition” tab and enter “veazy” to password box



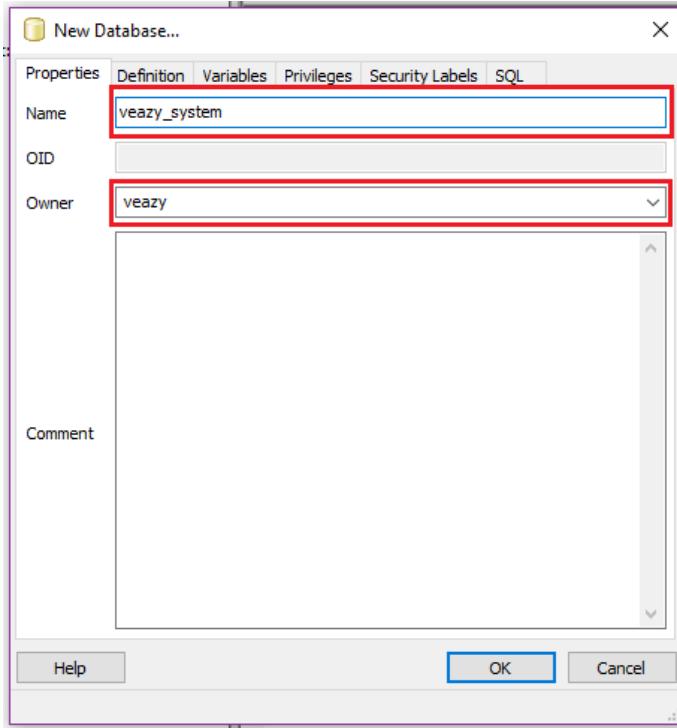
- Click “OK” button and see new role “veazy” has been created.



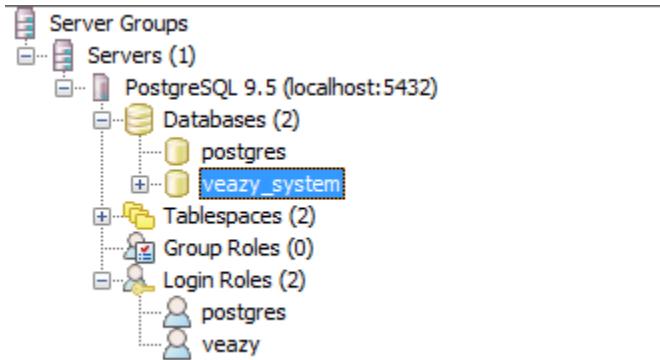
- Create new database



- Enter “veazy_system” into “Name” box and select “veazy” in “Owner” drop-down list



- Click “OK” button and see new database “veazy_system” has been created.



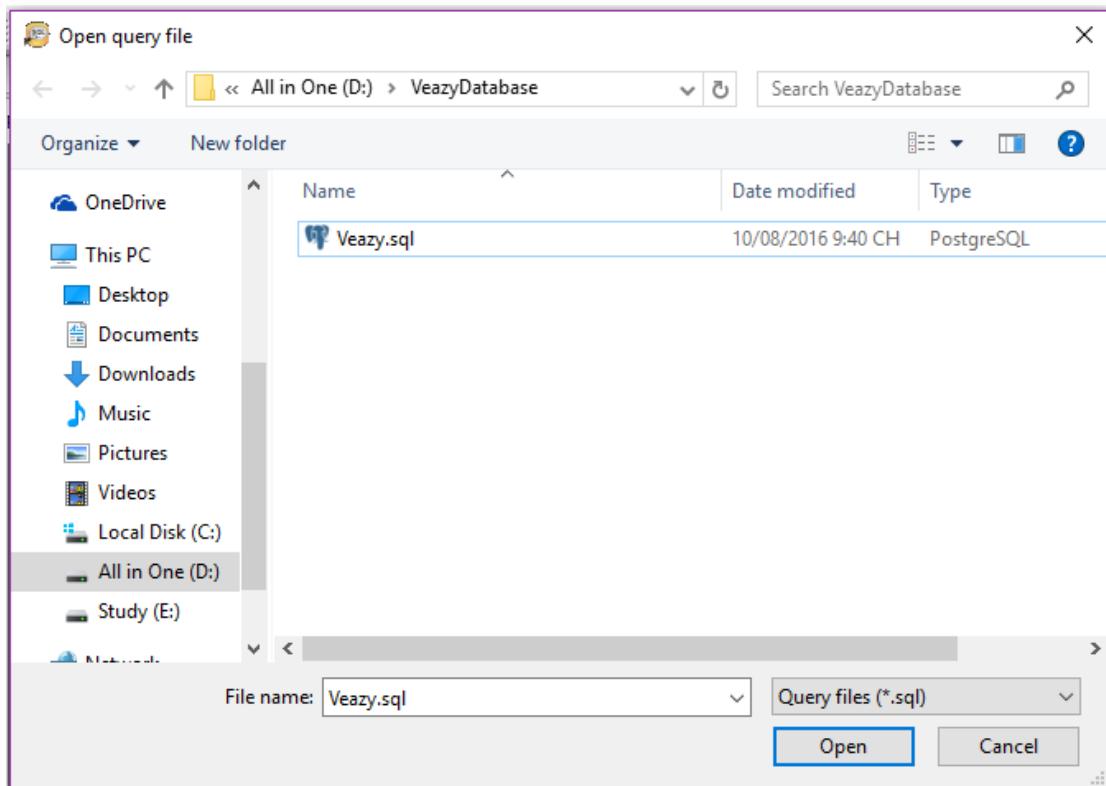
- Click button on toolbar



- Click button on toolbar of new window



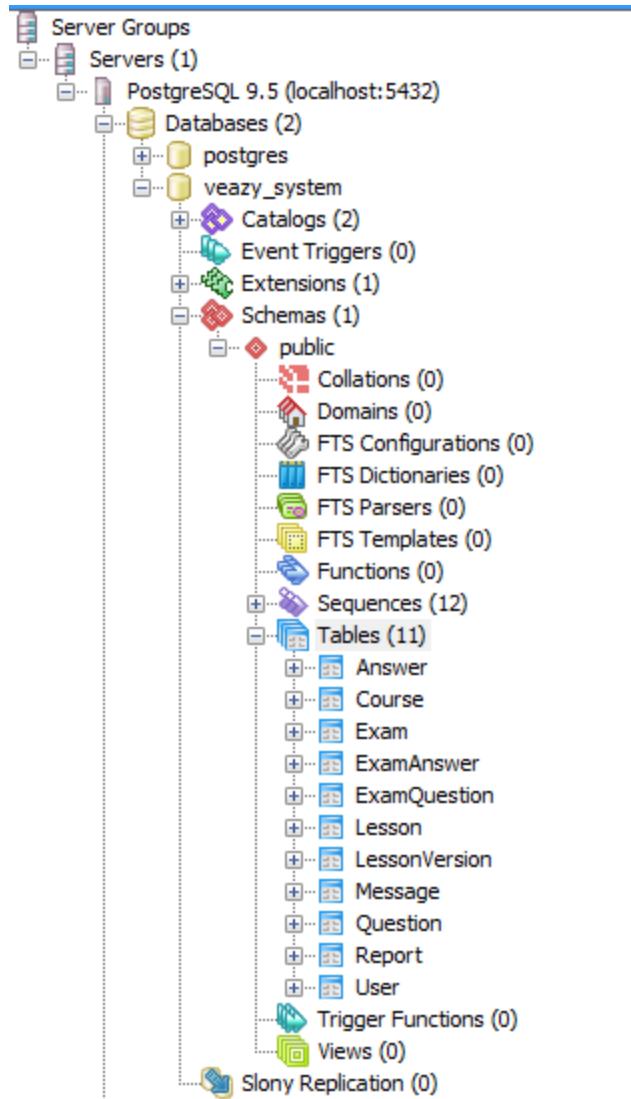
- Open "veazy.sql" file



- Click button on toolbar to run script



- Database was created with some table that contained data



7.1.3.4 Install JDK 8

- Go to link Install Java Platform (JDK) 8u101 (or later) from
<http://www.oracle.com/technetwork/java/javase/downloads/index.html>
- Set up JAVA_HOME follow guide
https://docs.oracle.com/cd/E19182-01/820-7851/inst_cli_jdk_javahome_t/

7.1.3.5 Install Tomcat 7

- Download and install Tomcat 7 Core from
<https://tomcat.apache.org/download-70.cgi>
- Extract downloaded file and see extracted folder

	bin	12/08/2016 8:55 CH	File folder
	conf	12/08/2016 8:55 CH	File folder
	lib	12/08/2016 6:45 CH	File folder
	logs	12/08/2016 8:55 CH	File folder
	temp	12/08/2016 6:45 CH	File folder
	webapps	12/08/2016 8:28 CH	File folder
	work	12/08/2016 8:55 CH	File folder
	LICENSE	15/06/2016 7:40 CH	File 57 KB
	NOTICE	15/06/2016 7:40 CH	File 2 KB
	RELEASE-NOTES	15/06/2016 7:40 CH	File 9 KB
	RUNNING.txt	15/06/2016 7:40 CH	Text Document 17 KB

7.2 User Guide

7.2.1 Overview

This user's manual has been developed to help users better understand the requirements that may apply to use this website by providing them simple step by step tutorials. This manual is intended to help make website's functions more accessible and their associated requirements more understandable to users.

7.2.2 Homepage

The first page which user will see is the homepage. From this page the user can go to every page they want.

Open browser and enter to the address bar:

<http://localhost:8080/VeazyWeb/#/home>



7.2.3 How to Login

To login account on website, the users do the steps below:

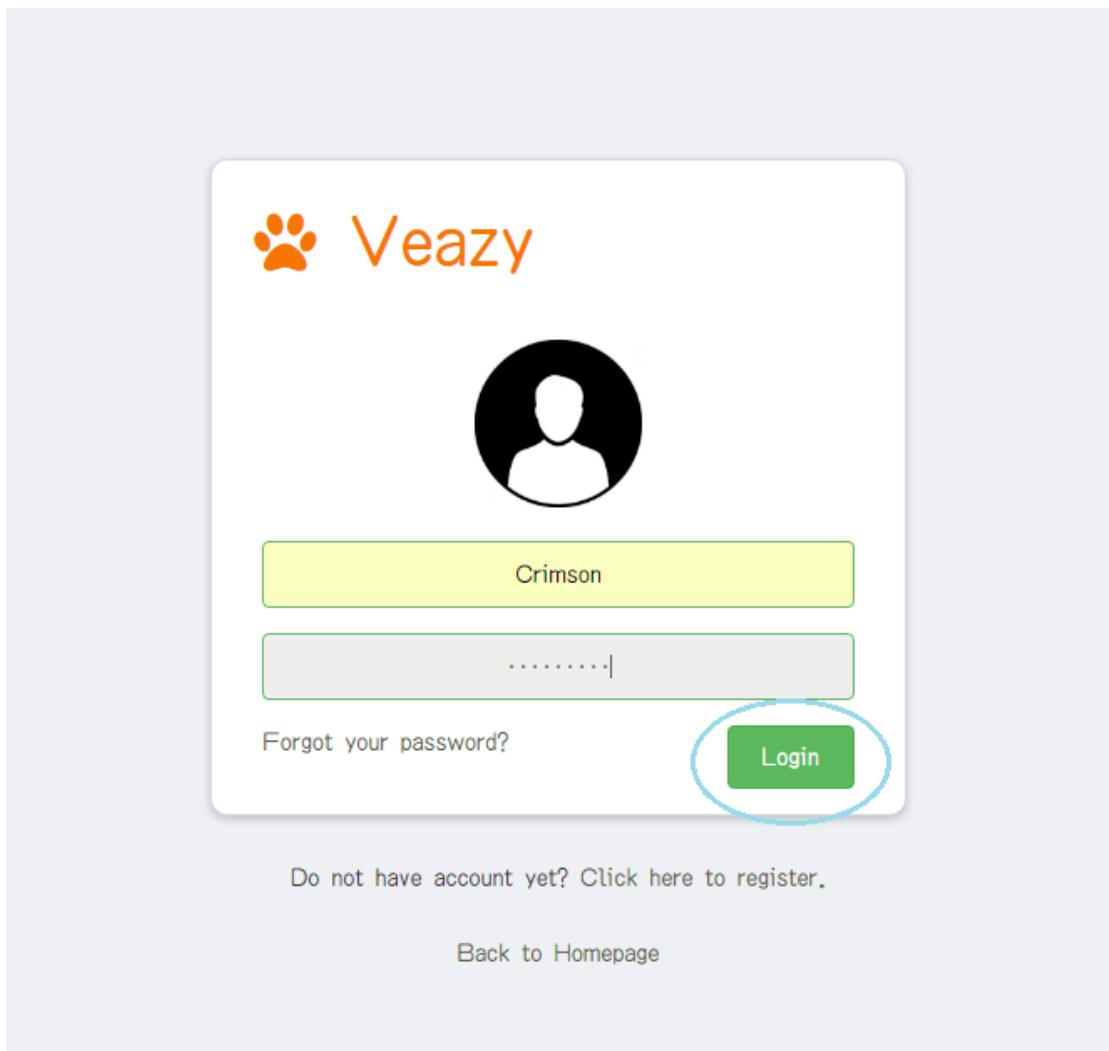
Step 1: Clicks “Login” hyperlink on homepage



Step 2: User needs input username and password

A screenshot of the Veazy login page. It features a large orange paw print icon and the word "Veazy". Below is a placeholder for a user profile picture. Two light blue arrows point from the text "User needs input username and password" to the "Username" and "Password" input fields. The "Username" field is above the "Password" field. Below the password field is a "Forgot your password?" link. To the right of the password field is a green "Login" button. At the bottom left is a link to register ("Do not have account yet? Click here to register."), and at the bottom center is a link to go back to the homepage ("Back to Homepage").

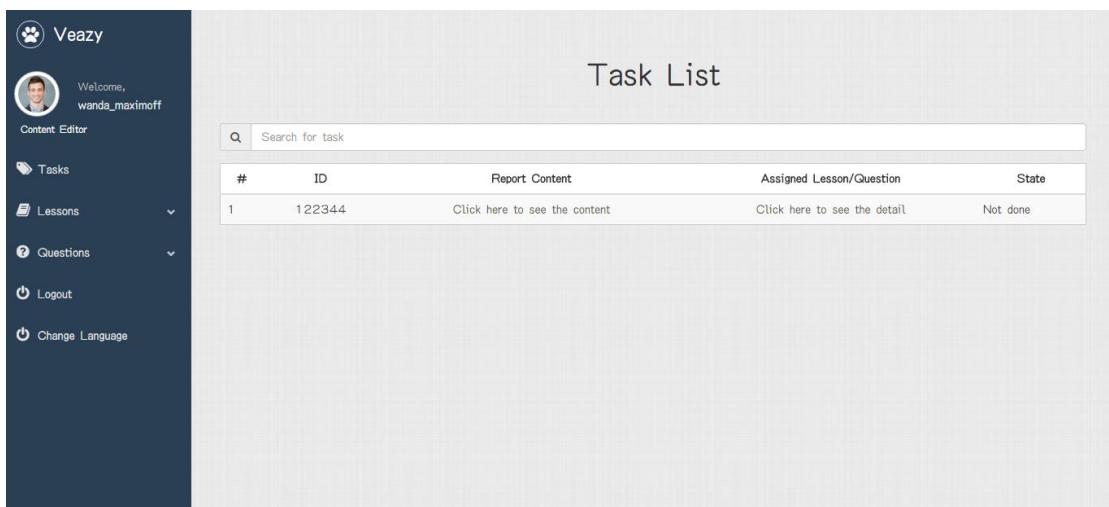
Step 3: Clicks “Login” button



Step 4: System redirects to homepage if user login to memberaccount successfully.



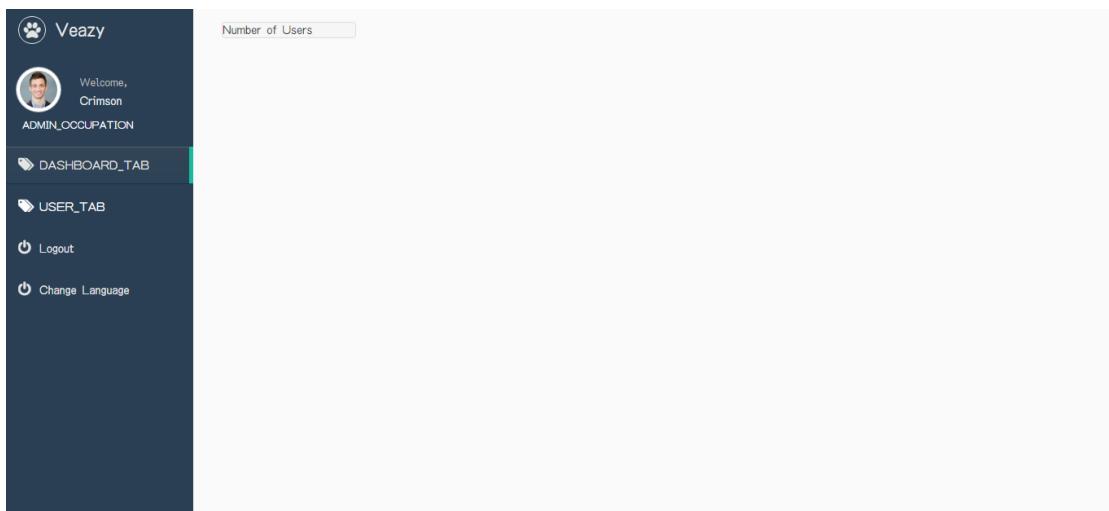
System redirects to editor dashboard if user login to editor account successfully.



The screenshot shows the Veazy editor dashboard. On the left is a dark sidebar with the Veazy logo, a user profile picture, and the text "Welcome, wanda_maximoff". Below this are menu items: "Content Editor", "Tasks", "Lessons", "Questions", "Logout", and "Change Language". The main area is titled "Task List" and contains a search bar with placeholder text "Search for task". A table displays one task entry:

#	ID	Report Content	Assigned Lesson/Question	State
1	122344	Click here to see the content	Click here to see the detail	Not done

System redirects to admin dashboard if user login to admin account successfully.

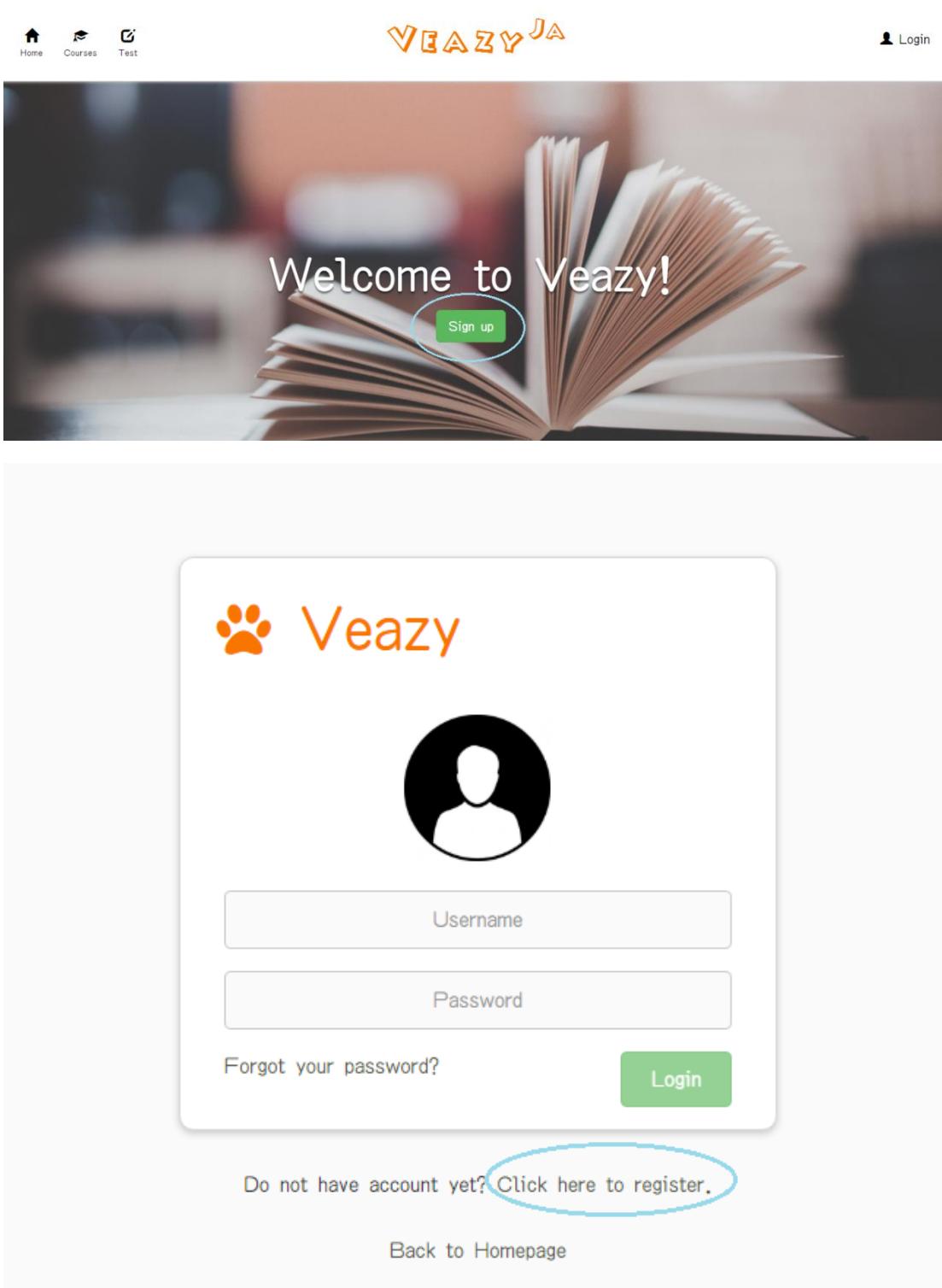


The screenshot shows the Veazy admin dashboard. On the left is a dark sidebar with the Veazy logo, a user profile picture, and the text "Welcome, Crimson". Below this are menu items: "ADMIN_OCCUPATION", "DASHBOARD_TAB" (which is highlighted with a green bar), "USER_TAB", "Logout", and "Change Language". The main area contains a search bar with placeholder text "Number of Users".

7.2.4 How to Register

To register account on website, users do the steps below:

Step 1: Clicks “Sign up” button on homepage or clicks “Click here to register” hyperlink on “Login” page



The image shows the Veazy website interface. At the top, there is a navigation bar with icons for Home, Courses, and Test, and a Login button. The main header features the word "VEAZY" in orange with a yellow "JA" suffix. Below the header is a large banner image of an open book with the text "Welcome to Veazy!" overlaid. A green "Sign up" button is highlighted with a blue oval. The central part of the page is a login form with a paw print icon and the word "Veazy". It includes fields for "Username" and "Password", a "Forgot your password?" link, and a green "Login" button. Below the login form is a link "Do not have account yet? Click here to register." which is also highlighted with a blue oval. At the bottom, there is a link "Back to Homepage".

Home Courses Test

VEAZY JA

Welcome to Veazy!

Sign up

Veazy

Username

Password

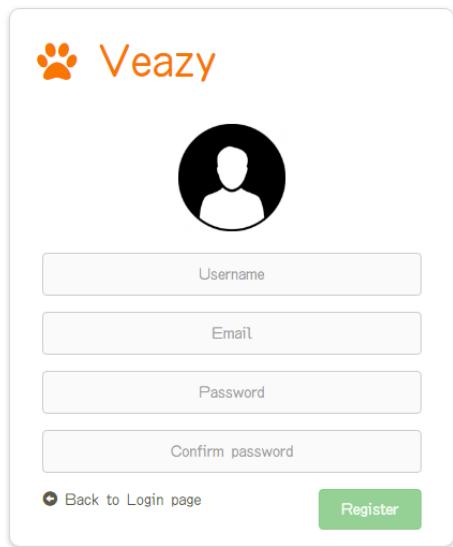
Forgot your password?

Login

Do not have account yet? Click here to register.

Back to Homepage

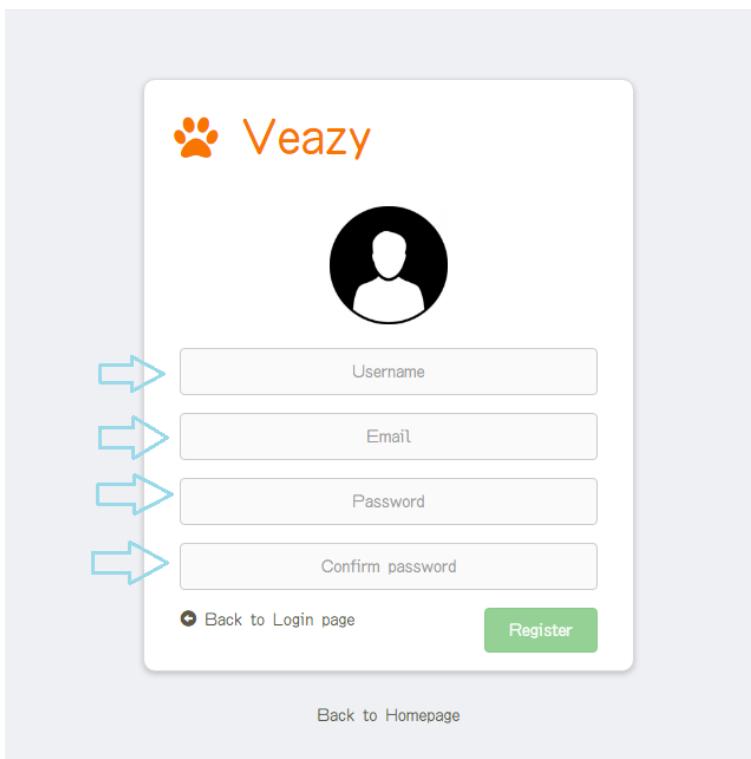
Step 2: System redirects to “Register” page



The image shows the Veazy registration page. At the top left is the Veazy logo (an orange paw print icon followed by the word "Veazy"). In the center is a black circular placeholder for a user profile picture. Below the logo are four input fields: "Username", "Email", "Password", and "Confirm password". At the bottom left is a link "Back to Login page" and at the bottom right is a green "Register" button.

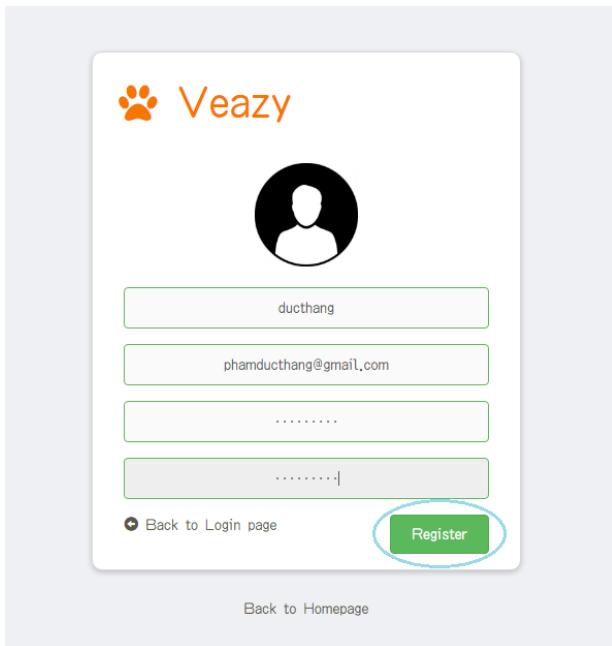
Back to Homepage

Step 3: User fills in user information into the textbox



This image is identical to the one above, showing the Veazy registration page. However, it includes four light blue arrows pointing from the bottom towards the four input fields ("Username", "Email", "Password", and "Confirm password"), indicating where the user should enter their information.

Step 4: Clicks “Register” button



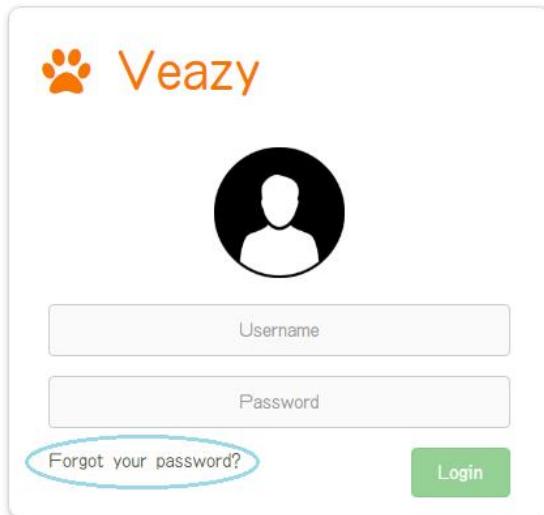
Step 5: System redirects to “Home” page



7.2.5 How to reset password

To reset password on website, the users do the steps below:

Step 1: User clicks “Forgot your password?” hyperlink on “Login” page



Do not have account yet? Click here to register.

[Back to Homepage](#)

7.2.6 How to Change Language

To change language on website, the users do the steps below:

Step 1: User clicks on “Veazy” logo at the top of menu in homepage



Step 2: System changed language

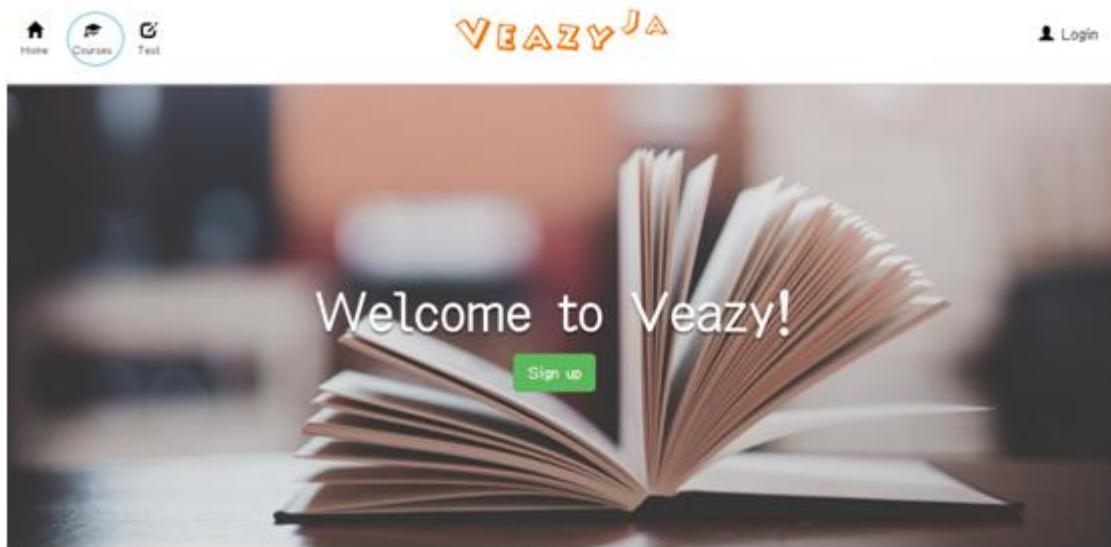


7.2.7 How to Learn Courses

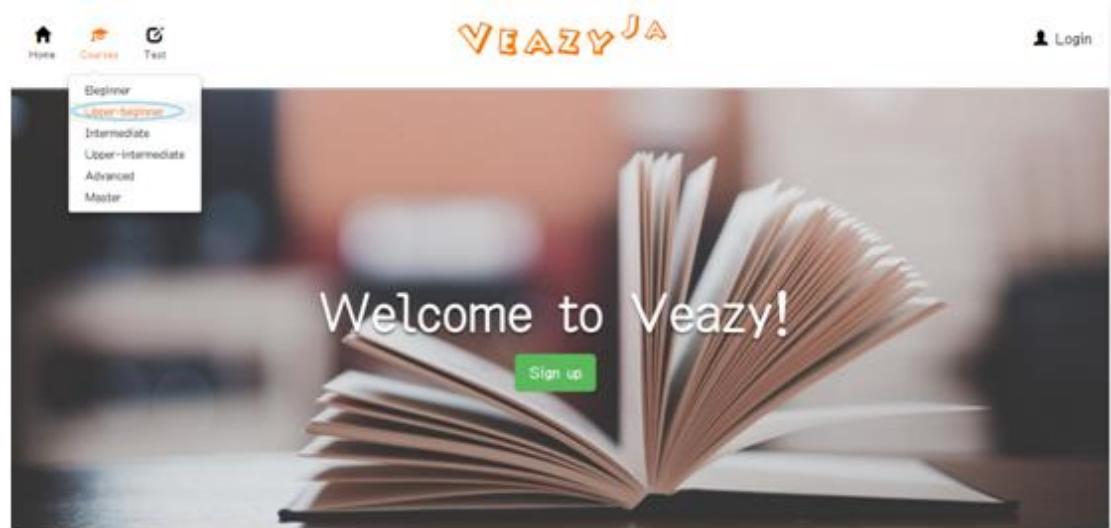
7.2.7.1 Select Course

To select courses on website, the users do the steps below:

Step 1: User clicks on “Courses” hyperlink at the top menu in homepage



Step 2: User clicks on level hyperlink in dropdown list



Step 3: System will redirects to “Courses” page

7.2.7.2 Start Study Lesson

To study lesson on website, the users do the steps below:

Step 1: User clicks on “Study” button in courses page

Step 2: System redirects to “Lesson” page

The screenshot shows the Veazy website interface. At the top, there are navigation links for Home, Courses, and Test. The main title "VEAZY JA" is displayed prominently. On the right side, there is a "Login" button. Below the title, the lesson title "Kamaitachi (鎌鼬)" is shown. A horizontal menu bar below the title includes "Vocab", "Grammar", "Convo", "Listening", "Practice", and "Reading". A detailed text box contains the following information: "It was originally thought to be a corruption of the word "kamei tachi" (stance sword), but like the kyoki in the "Yin" part of Toriyama Sekien's Oazu Hyaku Hyaku Yōyū, they were thus re-used and depicted as a weasel yokai, eventually becoming established as the yokai it is now. In the "Mimibukuro" by Nagoshi Shizunori as well, children in the estate called Kagaes in Edo were enveloped by a whirlwind, and on the surface of their backs, there remained the footstomps of a beast, and it was written that this was the proof of a "kamei tachi" (橋矢刀).^[1] As a beast with fur like that of a hedgehog and a cry like that of a dog, and one that flies through the air with wings, they are said to attack people with limbs like that of a sickle or razor.^[2]" Below this text, there are "Previous Lesson" and "Next Lesson" buttons. To the right, a "Provided by VEAZY" section shows "Lesson Detail", "Course: Beginner", and a detailed description of Kamaitachi, mentioning its appearance as a weasel-like yokai riding on dust devils and cutting people with sickle-shaped claws.

7.2.7.3 Learn Vocabulary

To learn vocabulary on website, the users do the steps below:

Step 1: User clicks “Vocab” link in “Lessons” page

This screenshot is identical to the one above, but the "Vocab" link in the horizontal menu is highlighted with a blue oval. All other elements, including the text box, "Previous Lesson" and "Next Lesson" buttons, and the "Lesson Detail" sidebar, remain the same.

7.2.7.4 Learn Grammar

To learn grammar on website, the users do the steps below:

Step 1: User clicks “Grammar” link in “Lessons” page

Kamaitachi (鎌鼬)

Grammar

Provided by **VEAZY**

Lesson Detail:
Course: Beginner
About lesson:
Kamaitachi (鎌鼬?) is a Japanese yokai often told about in the Kōshin'etsu region, or can also refer to the strange events that this creature causes. They appear riding on dust devils, and they cut people using the nails on both their hands that are like sickles. One would receive a sharp wound from it, but there is no pain. They are seen to be the same as the kyoki (麒麟) of China, and kamaitachi are also sometimes written as 鎌鬼.

Devilish winds that would cut people are told about in the Chiba, Kinki, and other regions. There are many legends passed down in snowy regions, and there are some regions that call whirlwinds themselves "kamaitachi." On occasions of cold wind and other times, they are also a strange event of where one would fall over and get an injury on the legs.
In the Shin'etsu region, a kamaitachi is said to be the work of an evil god, and there is a folk belief that one would encounter calamity by stepping on a calendar. It is counted among one of the seven mysteries of Echigo.
In the Tōhoku region, when one receives an injury from a kamaitachi, it is said that by burning an old calendar black, and putting it upon the wound opening, it would heal.
In Hida, in the Nii River basin, they are said in legends to be a company of 3 evil gods, and the first god would knock down the person, the next god would cut with a blade, and the third god would put some medicine on it which is why it has such particular character as the fact that there no bleeding, or no pain. There are also regions that think of these three gods as parent and child, and brother weasels.
In the Yodogawa District area of the Nara Prefecture, it is said that when one gets bit by a kamaitachi invisible to the human eye, one would tumble over, even though no blood comes out, there is a big opening in the flesh.
In the eastern part of the Aichi Prefecture, they are also called izumon (鮫魔), and it is said that since an izumon user once forgot to tell his disciple about how to seal an izumon, the runaway izumon would ride on whirlwinds and

7.2.7.5 Learn Conversation Skill

To learn conversation on website, the users do the steps below:

Step 1: User clicks “Convo” link in “Lessons” page

Kamaitachi (鎌鼬)

Convo

Provided by **VEAZY**

Lesson Detail:
Course: Beginner
About lesson:
Kamaitachi (鎌鼬?) is a Japanese yokai often told about in the Kōshin'etsu region, or can also refer to the strange events that this creature causes. They appear riding on dust devils, and they cut people using the nails on both their hands that are like sickles. One would receive a sharp wound from it, but there is no pain. They are seen to be the same as the kyoki (麒麟) of China, and kamaitachi are also sometimes written as 鎌鬼.

千葉縣史編 (1995). 全國妖怪事典 National monster encyclopedia, 小学館ライブラリー, 小学館, p. 65, ISBN 978-4-09-460074-2.
* Jure up to* 人文社編集部 (2005). 諸國怪奇奇談集成 江戸諸国百物語 東日本編, ものしりシリーズ, 人文社, p. 104, ISBN 978-4-7959-1959-6.
* Jure up to* 木上豊司編著 (2000). 妖怪事典, 毎日新聞社, p. 115, ISBN 978-4-620-31428-0.
* Jure up* 木上豊司 (1974). “小京都民謡集”, 日本民俗文化系, 著立巻, 角川書店, p. 91, ISBN 978-4-04-530325-0.
* Jure up* 畠田亮介 (1990). 幻想世界の住人たち 4 日本書, 新紀元社, pp. 212-213, ISBN 978-4-915146-44-2.
* Jure up* 宮城夏彦・多田亮介編著 (2000). 妖怪図鑑, 国書刊行会, pp. 181-182, ISBN 978-4-336-04127-6.
* Jure up* 狩野英輔, p. 263.
* Jure up* 烏賀夏彦・多田亮介編著 (2000). 妖怪図鑑 日本書百物語, 国書刊行会, p. 294, ISBN 978-4-336-04255-7.
* Jure up* 小野内耕輔著 (1981). 日本怪談集 妖怪篇, 現代教育文庫, 社会思想社, p. 24, ISBN 978-4-390-11055-

7.2.7.6 Learn Listening Skill

To listening on website, the users do the steps below:

Step 1: User clicks “Listening” link in “Lessons” page

Kamaitachi (鎌鼬)

Listening

In the Musashi region and Kanagawa Prefecture, they are called "kamekaze" (鎌風, sickle wind), and in the Shizuoka Prefecture they are called "akuzen-kaze."

Also, they are of a somewhat different nature, but there are also things called "taka-kaze" (鷹風). There are also regions where there are legends where devilish winds would inflict fatal wounds on humans.

In the Tosa District, Yamaguchi Prefecture, called "vana-misaki," as it is a strange phenomenon that appears deep in the mountains; there is a demon wind taking on the shape of a human's severed head and flying above fallen trees like a wheel. It is said that humans who encounter this wind would get a big fever, and in Amakusa, Hagi, its true identity is said to be ghosts that have no place to go after death, and have become winds that wander around. In the village of Rokko, Abu District, Yamaguchi Prefecture, it is said that people who died due to cliffs or shipwrecks would, after 8 days after death, become vana-misaki.^{[1][2]} In the village of Kochi, Hita District, Kochi (Now Shimane), this vana-misaki is called "ryote."^{[1][4]} and they are considered to be the spirits of those who died through unforeseen accidents, and happening upon one of these is called "ryote-tsuki" (being possessed by a ryote).^{[1][5]}

Provided by
VEAZY

Lesson Detail:
Course: Beginner
About lesson:
Kamaitachi (鎌鼬) is a Japanese yokai often told about in the Koshin'etsu region, or can also refer to the strange events that this creature causes. They appear riding on dust devils, and they cut people using the nails on both their hands that are like sickles. One would receive a sharp wound from it, but there is no pain. They are seen to be the same as the kyoki (魍魎) of China, and kamaitachi are also sometimes written as 翁魘.

7.2.7.7 Do Practice

To do practice on website, the users do the steps below:

Step 1: User clicks “Pratice” link in “Lessons” page

Kamaitachi (鎌鼬)

Practice

In Amami Ōshima, it is said that near the time of Obon, at cemetery roads and other such places, a lukewarm wind would blow by and give one a chill, and when one returns home and tries taking off one's clothing, there would be some kind of speckle on some part of the body. Before long, a high fever comes about, and one would need to need to go to a yuta (a shaman of Okinawa, Kagoshima, or the Amami Islands) to have it exorcized,

In the village of Korowai, Takao District, Kōchi Prefecture (now Ochi), a devilish wind resembling the aforementioned yōgema is called "muchi" (虫, "whip").^{[1][6]} But this is said to be a wind that blows on top of a field as if a whip was flung around, and it is said that when one is struck by it, one would fall.^{[1][7]} In Tosaosama, Tosa District (now Kochi city), muchi are said to kill horses and cattle that take along people who travel on roads at night, and it is said that one protects against this by covering the eyes of the horses and cattle.^{[1][7]}

Provided by
VEAZY

Lesson Detail:
Course: Beginner
About lesson:
Kamaitachi (鎌鼬) is a Japanese yokai often told about in the Koshin'etsu region, or can also refer to the strange events that this creature causes. They appear riding on dust devils, and they cut people using the nails on both their hands that are like sickles. One would receive a sharp wound from it, but there is no pain. They are seen to be the same as the kyoki (魍魎) of China, and kamaitachi are also sometimes written as 翁魘.

7.2.7.8 Learn reading skill

To reading on website, the users do the steps below:

Step 1: User clicks “Reading” link in “Lessons” page

The screenshot shows the Veazy website interface. At the top, there are navigation links for Home, Courses, and Test. The main title "VEAZY JA" is displayed prominently. On the right side, there is a "Login" button. Below the title, the lesson title "Kamaitachi (鎌鼬)" is shown. A horizontal menu bar includes Vocab, Grammar, Cloze, Listening, Practice, and Reading, with "Reading" being the active tab and highlighted with a blue oval. To the right of the menu, a "Provided by" section shows the "VEAZY" logo. Further down, a "Lesson Detail" box contains course information: "Course: Beginner" and a detailed description of Kamaitachi, mentioning its appearance as a dust devil riding a hedgehog, cutting people with sickle-like claws, and being similar to the Chinese kyoki. Below the main content area, there is a sidebar with a "Lesson Detail" box containing the same course information.

7.2.7.9 Previous Lesson

To previous lesson on website, the users do the steps below:

Step 1: User clicks “Previous Lesson” link in “Lessons” page

This screenshot shows the same Veazy website interface as the previous one, but with a different focus. The "Previous Lesson" link at the bottom left of the main content area is highlighted with a blue oval. The rest of the page content, including the lesson title, menu, and sidebar, remains the same as in the first screenshot.

7.2.7.10 Next Lesson

To next lesson on website, the users do the steps below:

Step 1: User clicks “Next Lesson” link in “Lessons” page

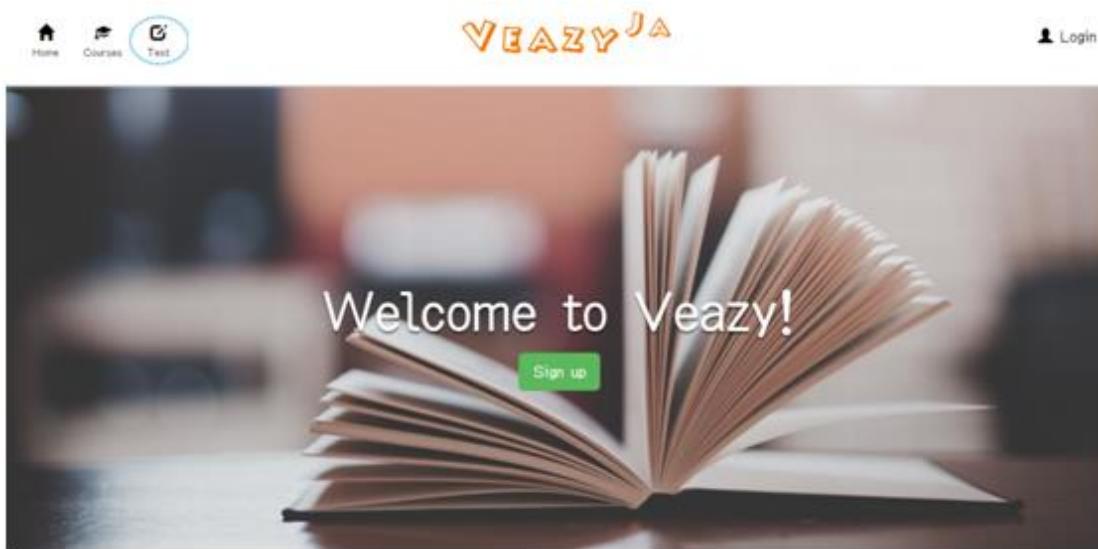
The screenshot shows a web-based Japanese study platform. At the top, there's a navigation bar with icons for Home, Courses, and Test, and a 'Login' button. The main title 'VEAZY JA' is prominently displayed. Below the title, the lesson title 'Kamaitachi (鎌鼬)' is shown. A horizontal menu bar includes 'Vocab', 'Grammar', 'Convo', 'Listening', 'Practice', and 'Reading'. The main content area contains a detailed text about the Kamaitachi, mentioning its origin as a corruption of 'kamisashi tachi' and its depiction as a small, sharp-toothed yokai. It also describes its appearance as a small, winged beast with a cry like a dog and limbs like a hedgehog. A 'Lesson Detail' sidebar indicates the course is 'Beginner' and provides a brief summary of the creature. Navigation links at the bottom left include 'Previous Lesson' and 'Next Lesson'.

7.2.8 How to Test

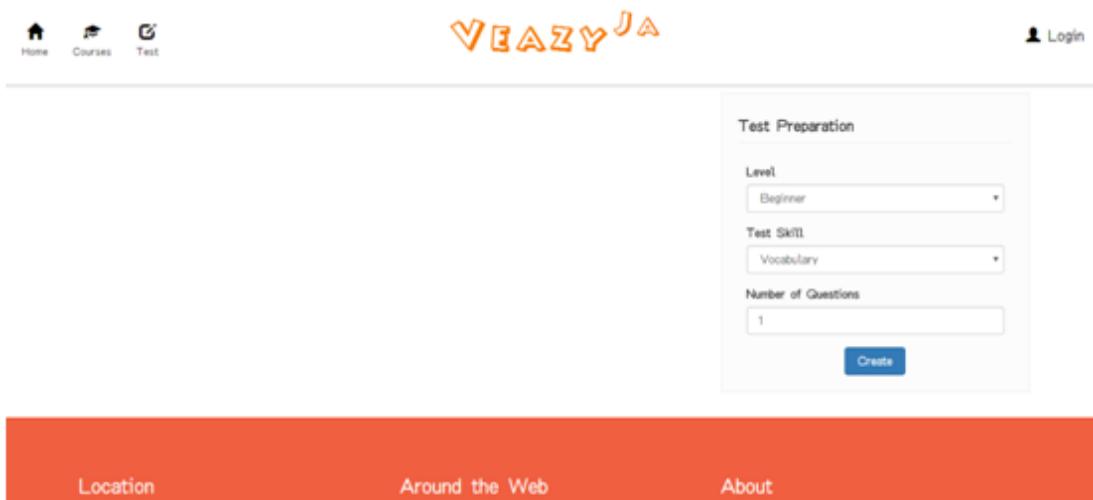
7.2.8.1 Start Create Test

To create test on website, the users do the steps below:

Step 1: User clicks on “Test” link at the top menu in homepage



Step 2: System redirects to “Test” page



Step 3: User clicks on “Level” dropdown list to select difficulty level and click on “Test skill” dropdown list to select the skill that user wants to test and input the number of questions

Step 4: Click on “Create” button

Test Preparation

Level: Beginner

Test Skill: Vocabulary

Number of Questions: 1

Create

Step 5: System shows content test

Test 00:02:18

Test Preparation

Level: Beginner

Test Skill: Vocabulary

Number of Questions: 5

Create

1. Trong các nhóm từ láy sau, nhóm từ láy nào vừa gợi ý âm thanh vừa gợi tả hình ảnh?

khúc khích, ríu rít, thướt tha, ào ào, ngoản ngoéo

lèp dép, rảng rác, lanh canh, loáng xoáng, ầm ầm

2. quan hệ nguyên nhân - kết quả

quan hệ kết quả - nguyên nhân

quan hệ nguyên nhân - kết quả

quan hệ điều kiện - kết quả

3. Cặp từ quan hệ trong câu ghép "Nếu gió thổi mạnh thì cây đổ" biểu thị quan hệ nào?

Nguyên nhân - kết quả

Giá thiết - so sánh

Đối chiếu - so sánh

So sánh - giá thiết

4. Câu: "Lan có cát nghĩa cho me hiểu." có mấy động từ?

4 động từ

7.2.8.2 Submit Test

To view result test on website, the users do the steps below:

Step 1: User clicks “Submit” button on “Take Test” page

quan hệ điều kiện - kết quả

3. Cập từ quan hệ trong câu ghép "Nếu gió thổi mạnh thì cây đó" biểu thị quan hệ nào?

Nguyên nhân - kết quả
 Giá thiết - so sánh
 Đối chiếu - so sánh
 So sánh - giá thiết

4. Câu: "Lan cổ cắt nghĩa cho mẹ hiểu." có mấy động từ?

4 động từ
 3 động từ
 2 động từ

5. Từ trái nghĩa với "Hạnh phúc" là gì?

Phúc đức
 Cố đon
 Bất hạnh

Submit

Step 2: System redirects to test result page

Test

Result: 40%

1. Trong các nhóm từ láy sau, nhóm từ láy nào vừa gợi tả âm thanh vừa gợi tả hình ảnh?

khúc khích, ríu rít, thoát tha, ào ào, ngoèo ngoéo
 lộp độp, răng rắc, lanh canh, loảng xoảng, ầm ầm

2. quan hệ nguyên nhân - kết quả

quan hệ kết quả - nguyên nhân
 quan hệ nguyên nhân - kết quả
 quan hệ điều kiện - kết quả

3. Cập từ quan hệ trong câu ghép "Nếu gió thổi mạnh thì cây đó" biểu thị quan hệ nào?

Nguyên nhân - kết quả
 Giá thiết - so sánh
 Đối chiếu - so sánh

Test Preparation

Level: Beginner

Test Skill: Vocabulary

Number of Questions: 5

Create

7.2.9 User is Member

Member logged in the website

7.2.9.1 Sent Question Report

To report question on website, the users do the steps below:

Step 1: User clicks on “Report” button in “Test Result” page

The screenshot shows a 'Test' result page with a 'Result: 40%' message. There are three questions listed:

1. Trong các nhóm từ láy sau, nhóm từ láy nào vừa vừa gợi ý âm thanh vừa gợi ý hình ảnh?
 khú khích, ríu rít, thuở tha, ào ào, ngoái ngoèo
 lèp dép, răng rác, lanh canh, loáng xoảng, ầm ầm
2. quan hệ nguyên nhân - kết quả
 quan hệ kết quả - nguyên nhân
 quan hệ nguyên nhân - kết quả
 quan hệ điều kiện - kết quả
3. Cập từ quan hệ trong câu ghép "Nếu gió thổi mạnh thì cây đổ" biểu thị quan hệ nào?
 Nguyên nhân - kết quả
 Giá thiết - so sánh
 Đối chiếu - so sánh

The 'Report' button for the first question is highlighted with a red circle.

Step 2: User inputs content message

The screenshot shows the same 'Test' result page as before, but with a 'Report Question' modal overlaid. The modal has a text input field with the placeholder 'Please tell us why you report this question'. A red arrow points to the 'Report' button in the modal.

Step 3: User clicks on “Report” button in “Report question” popup

7.2.9.2 View List Test History

To view list test history on website, the users do the steps below:

Step 1: User clicks on “Test” link at the top menu in homepage

Step 2: System redirects to “Test History” page

Vocabulary Test		Actions
Level	Beginner	
Time allowed	02:30	
Time taken	02:09	
Result	100/100	

Vocabulary Test		Actions
Level	Beginner	
Time allowed	02:30	

7.2.9.3 View Test History

To view test history on website, the users do the steps below:

Step 1: User clicks on “Actions” dropdown list

Vocabulary Test		Actions
Level	Beginner	
Time allowed	02:30	
Time taken	02:09	
Result	100/100	

Vocabulary Test		Actions
Level	Beginner	

Step 2: User clicks “See result” on “Actions” dropdown list

Vocabulary Test	
Level	Beginner
Time allowed	02:30
Time taken	02:09
Result	100/100

Step 3: System redirects to view test history

7.2.9.4 View Member Profile

To view profile on website, the users do the steps below:

Step 1: User clicks on username hyperlink at the right top of menu

Step 2: Click on “Show Profile” hyperlink in dropdown list



Step 3: System redirects to “Profile” Page if view profile successful

A screenshot of the Veazy JA profile page for user 'tatsuya'. The top navigation bar includes 'Home', 'Courses', 'Test', and the user's name 'tatsuya'. The main content area shows a profile picture and the user's name 'tatsuya'. Below this are tabs for 'Information', 'Statistics', and 'Test History'. The 'Information' tab is active. It displays contact information (Email: tatsuya@gmail.com) and basic information (First name: Not added yet, Last name: Not added yet, Birthday: 2016/08/22). On the right, there is an 'Actions' dropdown menu with options like 'Edit profile', 'Logout', and 'Delete account'.

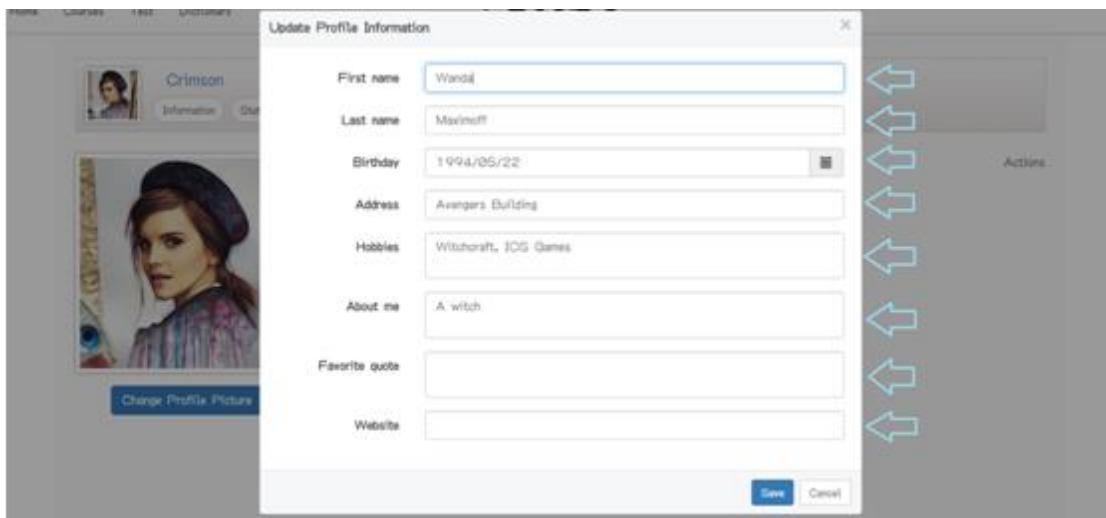
7.2.9.5 Update Profile

To update profile on website, the users do the steps below:

Step 1: User clicks “Update Profile” on “Actions” dropdown list

A screenshot of the Veazy JA profile page for user 'tatsuya', identical to the previous one. However, the 'Actions' dropdown menu is open, and the 'Update profile' option is highlighted with a blue oval. The rest of the page content, including the profile picture, user name, and basic information table, remains the same.

Step 2: Update information



Step 3: User clicks “Save” button

The screenshot shows the same 'Update Profile Information' modal after the 'Save' button has been clicked. The fields now contain the updated information: First name (Tùng), Last name (Đào Thanh), Birthday (1994/05/25), Address (Nam Dinh province, Nam Truc district, Nam Thanh commune), Hobbies (empty), About me (empty), Favorite quote (empty), and Website (empty). The 'Save' button at the bottom is circled in red.

If user clicks “Cancel” button, system cancel editing profile action and close “Update Profile Information” popup

Update Profile Information

First name	Tùng
Last name	Đào Thanh
Birthday	1994/05/25 <input type="button" value="Calendar"/>
Address	Nam Dinh province, Nam Truc district, Nam Thanh commune
Hobbies	
About me	
Favorite quote	
Website	

7.2.9.6 Change Password

To update profile on website, the users do the steps below:

Step 1: User clicks on “Change Password” in “Actions” dropdown list

Profile: tungeditor

Contact Information

Email: tungeditor@gmail.com

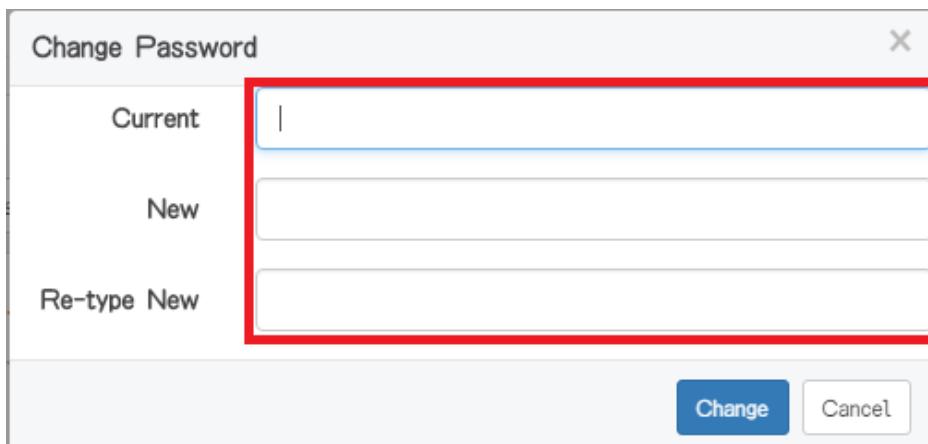
Basic Information

First name: Tùng
Last name: Đào Thanh
Birthday: 1994/05/25
Address: Nam Dinh province, Nam Truc district, Nam Thanh commune
Hobbies: Not added yet

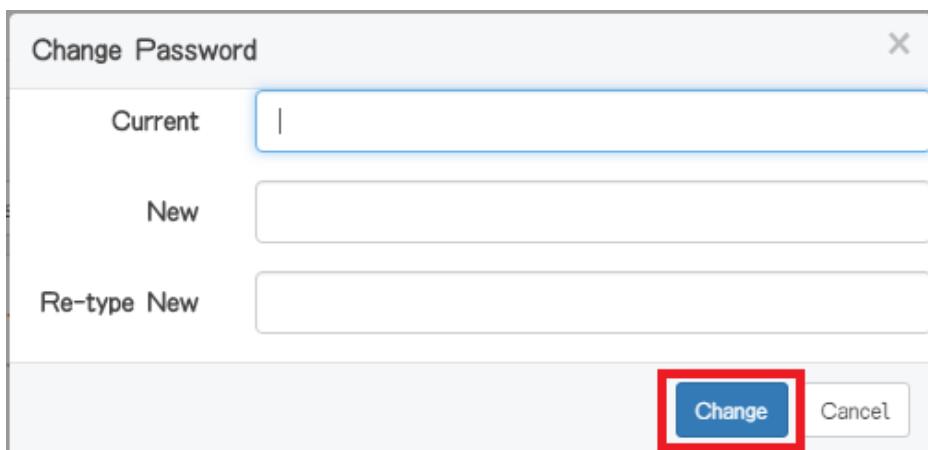
Actions

- Update profile
- Change Password**

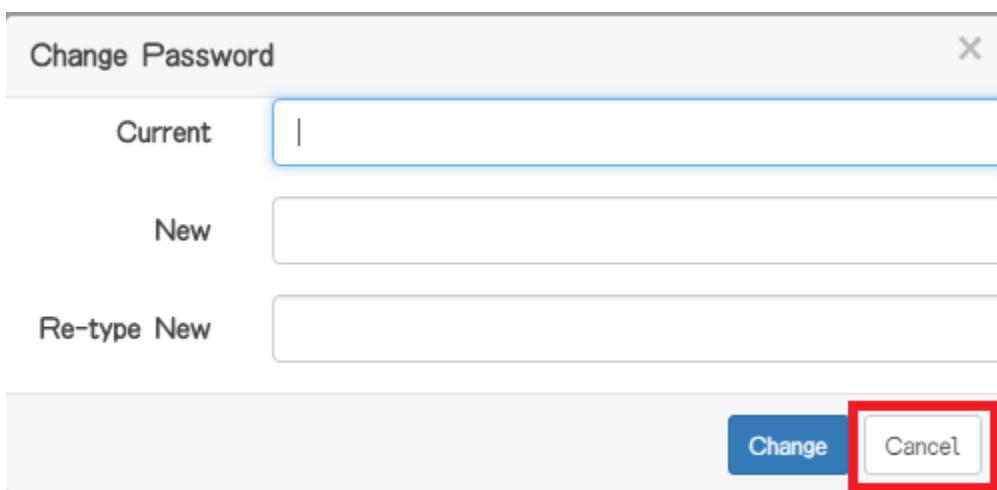
Step 2: Input information



Step 3: Click on “Change” button.



If user clicks “Cancel” button, system cancel change password action and close “Change Password” popup



7.2.9.7 View Statistics

To view statistics on website, the users do the steps below:

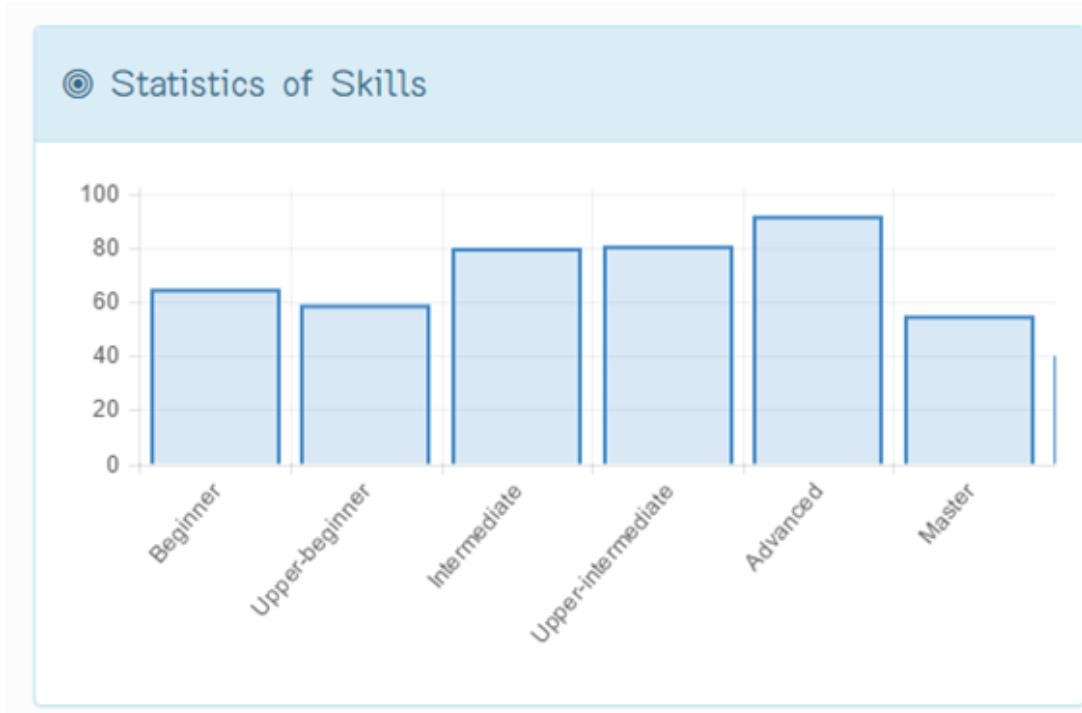
Step 1: User clicks on “Statistics” button in “Profile” page

Profile: tungeditor

The screenshot shows the Veazy profile page for user "tungeditor". At the top, there is a profile picture, the username "tungeditor", and three tabs: "Information", "Statistics" (which is highlighted with a red box), and "Test History". Below the tabs, there is a large profile picture of a person with long brown hair wearing a beret. To the right of the picture, there are sections for "Contact Information" (Email: tungeditor@gmail.com), "Basic Information" (First name: Tùng, Last name: Đào Thanh, Birthday: 1994/05/25), and "Address" (Nam Dinh province, Nam Truc district, Nam Thanh commune). A blue "Change Profile Picture" button is located at the bottom left of the profile picture area.

Step 2: System show statistics tab





7.2.10 The User is Content Editor

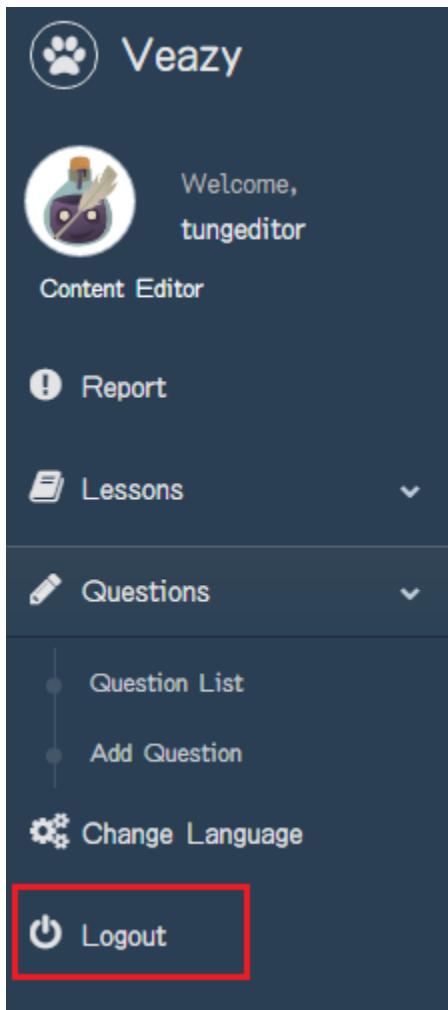
Content Editor logged in the website

- 7.2.10.1 View Profile (same View Member Profile)
- 7.2.10.2 Update Profile (same Update Member Profile)
- 7.2.10.3 Change Password (same Change Member Password)

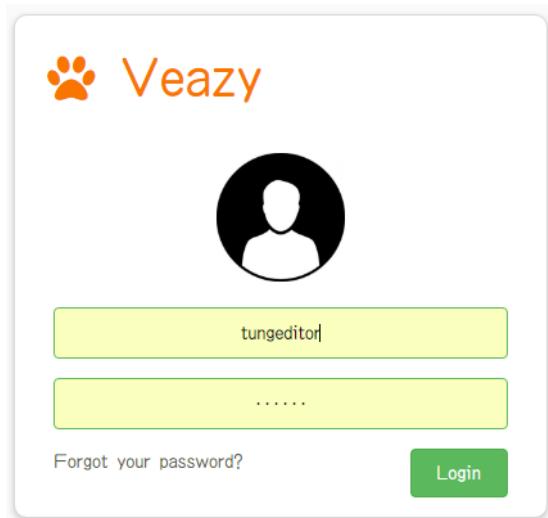
7.2.10.4 Logout

To logout on website, the users do the steps below:

Step 1: User clicks on “Logout” link in sidebar



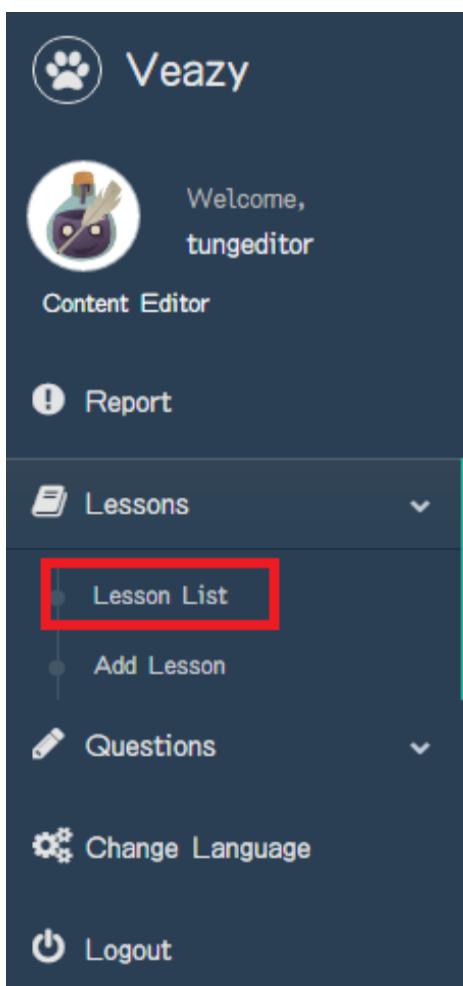
Step 2: Systems redirects to “Login” page



7.2.10.5 View Lessons List

To view lessons list on website, the users do the steps below:

Step 1: Click on “Lessons” ->“Lesson List” link at dashboard



Step 2: System redirects to lesson list page

Show only lessons where

ID	Title	Level	Current Version	Actions
4	Phở Nam Định	Intermediate	3	<button>Edit</button> <button>Delete</button>
3	Cơm rang Dương Châu	Upper-beginner	3	<button>Edit</button> <button>Delete</button>
2	Cháo gà phở Cố	Beginner	4	<button>Edit</button> <button>Delete</button>

« < 1 > »

7.2.10.6 Filter Lesson

To search lesson on website, the users do the steps below:

Step 1: Change filter option by use dropdown list

Show only lessons where

Level

Step 2: User clicks on “Filter” button to start filter lesson

Show only lessons where

ID	Title	Level	Current Version	Actions
2	Cháo gà phở Cố	Beginner	4	<button>Edit</button> <button>Delete</button>

« < 1 > »

7.2.10.7 View Lesson Details

To view lesson details on website, the users do the steps below:

Step 1: User clicks on title name link of table in lesson list page

#	Title	Level	Current Version	Actions	
63	asd	Beginner	1	Edit	Delete
64	TITLE	Beginner	1	Edit	Delete
65	TITLE	Beginner	1	Edit	Delete
40	Nebula	Beginner	1	Edit	Delete
38	The Sun	Beginner	3	Edit	Delete

[«](#) [<](#) [1](#) [2](#) [3](#) [>](#) [»](#)

Step 2: System redirects to lesson details page if view lesson details successful

Nebula

Current Version 1

Level Beginner

Description

A nebula (Latin for "cloud";[2] pl. nebulæ, nebulæ, or nebulas) is an interstellar cloud of dust, hydrogen, helium and other ionized gases. Originally, nebula was a name for any diffuse astronomical object, including galaxies beyond the Milky Way. The Andromeda Galaxy, for instance, was once referred to as the Andromeda Nebula (and spiral galaxies in general as "spiral nebulae") before the true nature of galaxies was confirmed in the early 20th century by Vesto Slipher, Edwin Hubble and others.

Content

[Vocab](#) [Grammar](#) [Convo](#) [Listening](#) [Practice](#) [Reading](#)

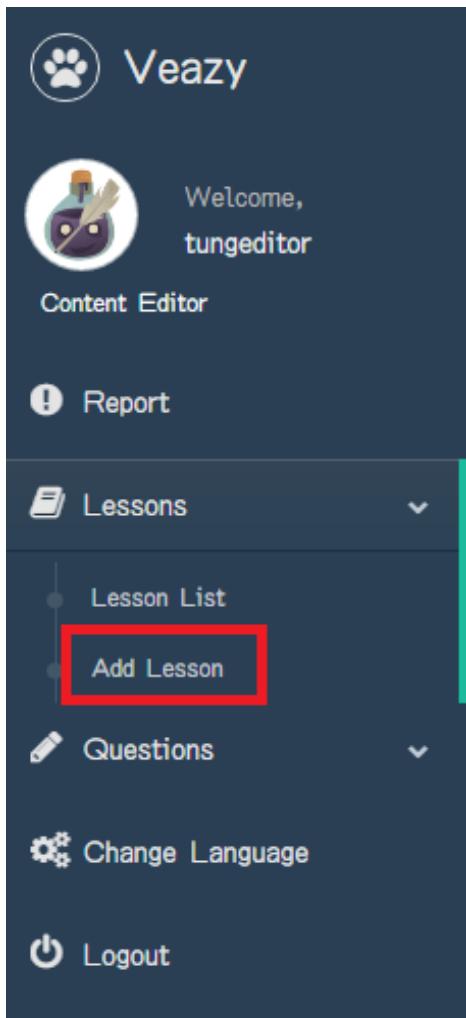
Most nebulae are of vast size, even hundreds of light years in diameter.^[3] Contrary to fictional depictions where starships hide in nebulae as thick as cloud banks, in reality a nebula that is barely visible to the human eye from Earth would appear larger, but no brighter, from close by.^[4] The Orion Nebula, the brightest nebula in the sky that occupies a region twice the diameter of the full Moon, can be viewed with the naked eye but was missed by early astronomers.^[5] Although denser than the space surrounding them, most nebulae are far less dense than any vacuum created on Earth – a nebular cloud the size of the Earth would have a total mass of only a few kilograms. Many nebulae are visible due to their fluorescence caused by the embedded hot stars, while others are so diffuse they can only be detected with long exposures and special filters. Some nebulae are variably illuminated by T Tauri variable stars. Nebulae are often star-forming regions, such as in the "Pillars of Creation" in the Eagle Nebula. In these regions the formations of gas, dust, and other materials "clump" together to form denser regions, which attract further matter, and eventually will become dense enough to form stars. The remaining material is then believed to form planets and other planetary system objects.

[Edit](#) [Delete](#) [Back to List](#)

7.2.10.8 Create Lesson

To create lesson on website, the users do the steps below:

Step 1: User clicks on “Lessons” -> “Add Lesson” link at dashboard



Step 3: User inputs information and clicks on “Create” button to create new lesson

Add New Lesson

Lesson Title

Level

Description

Content Vocab Grammar Convo Listening Practice Reading

A rich text editor toolbar with various icons for text styling (bold, italic, underline), alignment, and other document functions.

Lesson vocabulary 17

Create

Step 5: System redirects to view lesson has been created

Lesson title

Current Version 1

Level Beginner

Description Lesson description

Content Vocab Grammar Convo Listening Practice Reading

Lesson vocabulary

Edit Delete

7.2.10.9 Edit Lesson

To edit lesson on website, the users do the steps below:

Step 1: User clicks on “Edit” button in lesson list page

ID	Title	Level	Current Version	Actions
4	Phở Nam Định	Intermediate	3	Edit Delete
3	Cơm rang Dương Châu	Upper-beginner	3	Edit Delete
2	Cháo gà phố Cố	Beginner	4	Edit Delete
5	Lesson title	Beginner	1	Edit Delete

Step 2: User updates lesson content and click “Update” button to save the change

Lesson Title: Phở Nam Định

Current Version: 3

Level: Intermediate

Description: Bạn đã nghe nói đến Phở ? Nếu chưa, hãy thử một lần cho biết.

Content:

- Vocab
- Grammar
- Convo
- Listening
- Practice
- Reading

Editor toolbar:

Phở là món ăn đặc biệt của Hà Nội. Mặc dù phở có ở khắp nơi nhưng ngon nhất vẫn là phở Hà Nội. Theo một số người, phở xuất hiện đầu tiên ở Nam Định, nhưng Hà Nội lại là nơi làm cho món ăn này trở nên nổi tiếng như ngày nay. Phở truyền thống được nấu bằng xương và thịt bò, nước phở phải trong và ngọt. Trước đây, người Hà Nội chỉ nấu phở bò chín, bây giờ người ta nấu thêm phở bò tái, phở gà. Những năm gần đây, phở đã trở thành một món ăn phổ biến trên toàn thế giới.

Update Save draft Back to Detail

7.2.10.10 Save Draft Lesson

To save draft lesson on website, the users do the steps below:

Step 1: When edit lesson user can click on “Save draft” button to save the change as draft version

The screenshot shows the 'Edit Lesson' interface. The lesson title is 'Phở Nam Định', current version is '3', and level is 'Intermediate'. The description box contains: 'Bạn đã nghe nói đến Phở ? Nếu chưa, hãy thử một lần cho biết.' Below the description is a content editor toolbar with tabs for Vocab, Grammar, Convō, Listening, Practice, and Reading. The main content area contains text about Phở and its popularity in Hanoi. At the bottom, there are buttons for 'Update', 'Save draft' (highlighted with a red box), and 'Back to Detail'.

7.2.10.11 Delete Lesson

To delete lesson on website, the users do the steps below:

Step 1: User clicks on “Delete” button in lesson list page

The screenshot shows the 'Lesson List' page. On the left is a sidebar with 'Content Editor', 'Tasks', 'Lessons' (selected), 'Questions', 'Logout', and 'Change Language'. The main area is titled 'Lesson List' and contains a table of lessons. The columns are '#', 'Title', 'Level', 'Current Version', and 'Actions'. The first row has a 'Delete' button highlighted with a red box. Below the table is a navigation bar with page numbers 1, 2, 3, 4, >, >>.

#	Title	Level	Current Version	Actions
63	asd	Beginner	1	Edit Delete
64	TITLE	Beginner	1	Edit Delete
65	TITLE	Beginner	1	Edit Delete
40	Nebula	Beginner	1	Edit Delete
38	The Sun	Beginner	3	Edit Delete

Step 2: User clicks on “Delete” button in “Delete Lesson” popup

The screenshot shows the Veazy Content Editor dashboard. On the left is a sidebar with a user profile picture, 'Welcome, wanda_maximoff', and navigation links: 'Content Editor', 'Tasks', 'Lessons' (with 'Lesson List' and 'Add Lesson' options), 'Questions', 'Logout', and 'Change Language'. The main area is titled 'Lesson List' and contains a table with columns '#', 'Title', 'Actions', and pagination controls. A modal window titled 'Delete lesson' is open over the table, asking 'Are you sure that you want to delete lesson "asd"?'. The 'Delete' button in the modal is circled in red.

7.2.10.12 View Lesson Report

To view lesson report, the users do the steps below:

Step 1: User clicks on “Tasks” link at dashboard in content editor dashboard page

The screenshot shows the Veazy Content Editor dashboard. The 'Tasks' link in the sidebar is circled in red. The main area is titled 'Task List' and contains a table with columns '#', 'ID', 'Report Content', 'Assigned Lesson/Question', and 'State'. The table has one row with ID 1, Report Content 'Click here to see the content', Assigned Lesson/Question 'Click here to see the detail', and State 'Not done'.

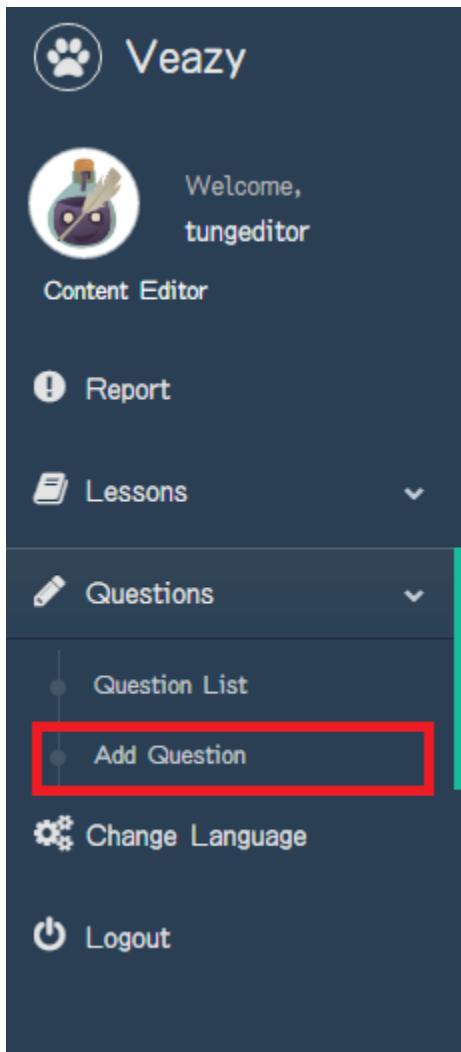
Step 2: System redirects to view report page

The screenshot shows the Veazy Content Editor dashboard. The 'Tasks' link in the sidebar is circled in red. The main area is titled 'Task List' and contains a table with columns '#', 'ID', 'Report Content', 'Assigned Lesson/Question', and 'State'. The table has one row with ID 1, Report Content 'Click here to see the content', Assigned Lesson/Question 'Click here to see the detail', and State 'Not done'.

7.2.10.13 View Questions List

To view question list on website, the users do the steps below:

Step 1: User clicks on “Questions” ->“Question List” at dashboard



Step 3: System redirects to question list page

Show only questions where

Type

All Types

Level

All Levels

Skill

All Skills

Filter

ID	Content	Type	Level	Skill	Actions
2	Click here to see content	Single	Beginner	Vocabulary	<button style="border: 1px solid #ccc; border-radius: 5px; padding: 2px 5px;">Edit</button> <button style="border: 1px solid red; border-radius: 5px; padding: 2px 5px;">Delete</button>
3	Click here to see content	Single	Beginner	Vocabulary	<button style="border: 1px solid #ccc; border-radius: 5px; padding: 2px 5px;">Edit</button> <button style="border: 1px solid red; border-radius: 5px; padding: 2px 5px;">Delete</button>
4	Click here to see content	Single	Beginner	Vocabulary	<button style="border: 1px solid #ccc; border-radius: 5px; padding: 2px 5px;">Edit</button> <button style="border: 1px solid red; border-radius: 5px; padding: 2px 5px;">Delete</button>
5	Click here to see content	Single	Beginner	Vocabulary	<button style="border: 1px solid #ccc; border-radius: 5px; padding: 2px 5px;">Edit</button> <button style="border: 1px solid red; border-radius: 5px; padding: 2px 5px;">Delete</button>
6	Click here to see content	Single	Upper-beginner	Grammar	<button style="border: 1px solid #ccc; border-radius: 5px; padding: 2px 5px;">Edit</button> <button style="border: 1px solid red; border-radius: 5px; padding: 2px 5px;">Delete</button>

7.2.10.14 Filter Question

To search question list on website, the users do the steps below:

Step 1: Change filter option by use dropdown list

Show only questions where

Type

All Types

Level

All Levels

Skill

All Skills

Filter

Step 2: User clicks on “Filter” button to start filter question

Show only questions where

Type: All Types

Level: Upper-beginner

Skill: All Skills

Filter

ID	Content	Type	Level	Skill	Actions
6	Click here to see content	Single	Upper-beginner	Grammar	Edit Delete
7	Click here to see content	Single	Upper-beginner	Grammar	Edit Delete
8	Click here to see content	Single	Upper-beginner	Grammar	Edit Delete
9	Click here to see content	Single	Upper-beginner	Grammar	Edit Delete
10	Click here to see content	Single	Upper-beginner	Grammar	Edit Delete

7.2.10.15 View Question Details

To view question details on website, the users do the steps below:

Step 1: User clicks on “Click here to see content” link of each question

Show only questions where

Type: All Types

Level: All Levels

Skill: All Skills

Filter

ID	Content	Type	Level	Skill	Actions
26	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
27	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
28	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
29	Click here to see content	Single	Beginner	Vocabulary	Edit Delete
30	Click here to see content	Single	Beginner	Vocabulary	Edit Delete

Step 2: System redirects to question details page if view question details successful

The screenshot shows the Veazy system's question detail page. On the left is a dark sidebar with user information (Welcome, tatsuya) and navigation links: Content Editor, Report, Lessons, Questions (with sub-options Question List and Add Question), Change Language, and Logout. The main content area has a header "Question #26". Below it, detailed question information is listed: Question Type (Single), Level (Beginner), Test Skill (Vocabulary), Time allowed (00:30 (mm:ss)), and File Attachment (Some file). The question itself is: "Cập từ quan hệ trong câu ghép "Nếu gió thổi mạnh thì cây đổ" biểu thị quan hệ nào?". The answers section shows four options: Nguyên nhân - kết quả (selected, checked), Giá trị - so sánh, Đối chiếu - so sánh, and So sánh - giá trị. At the bottom are "Edit" and "Delete" buttons.

7.2.10.16 Create Single Question

To create single question on website, the users do the steps below:

Step 1: User clicks on “Add Question” hyperlink in “Editor Dashboard” page

The screenshot shows the Veazy system's "Add Question" step. The sidebar is identical to the previous screenshot. The main content area is titled "Report List" and contains a single item. At the bottom right is a pagination control with pages 1, <, >, and >>.

Step 2: User chooses “Single” in “Question Type” dropdown list

Add Question

Question Type: Single 

Level: Beginner 

Test Skill: Vocabulary 

Question: Here comes the content of question

Answers:

- Here comes the content of answer #1 
- Here comes the content of answer #2 



Time allowed: 00:30 



Step 3: User chooses question level in “Level” dropdown list

Add Question

Question Type: Single 

Level: Beginner 

Test Skill: Vocabulary 

Question: Here comes the content of question

Answers:

- Here comes the content of answer #1 
- Here comes the content of answer #2 



Time allowed: 00:30 



Step 4: User chooses question skill in “Test Skill” dropdown list

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

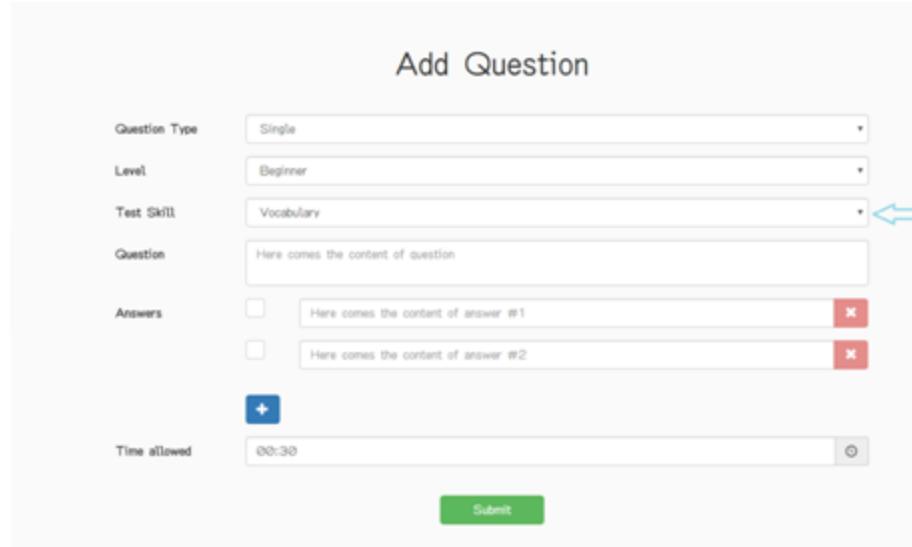
Question: Here comes the content of question

Answers:

- Here comes the content of answer #1 ×
- Here comes the content of answer #2 ×

+ Time allowed: 00:30

Submit



Step 5: User inputs question and answer and choose right answer

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

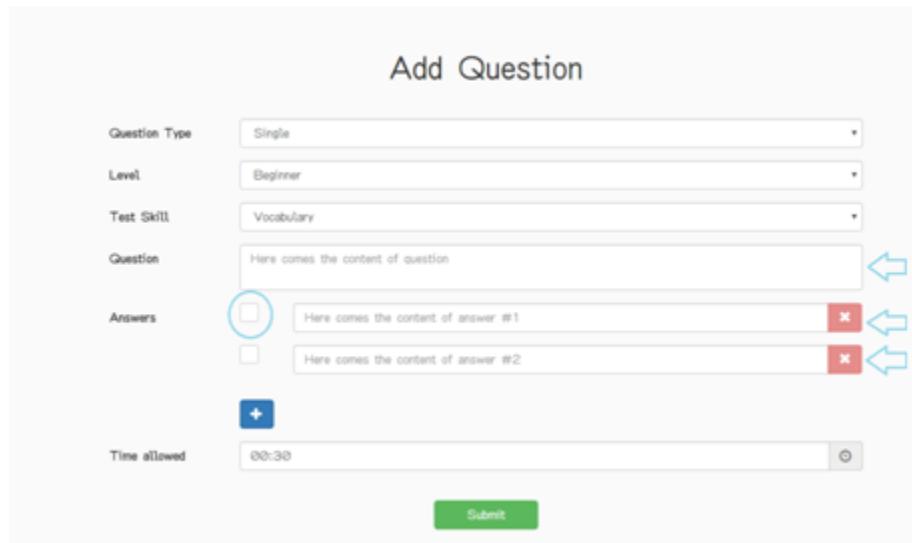
Question: Here comes the content of question

Answers:

- Here comes the content of answer #1 ×
- Here comes the content of answer #2 ×

+ Time allowed: 00:30

Submit



Step 6: User clicks time icon to select time allowed on section “Time allowed”

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

Question: Here comes the content of question

Answers:

- Here comes the content of answer #1 ×
- Here comes the content of answer #2 ×

+ +

Time allowed: 00:30 0 ←

Submit

Step 7: Clicks “+” button under answer field to add more answer

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

Question: content question

Answers:

- Here comes the content of answer #1 ×
- Here comes the content of answer #2 ×
- Here comes the content of answer #3 ×
- Here comes the content of answer #4 ×

+ +

Submit Cancel

Step 8: User clicks “x” button under answer field to delete answer

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

Question: Here comes the content of question.

Answers:

- Here comes the content of answer #1 X
- Here comes the content of answer #2 X
- Here comes the content of answer #3 X

+ Time allowed: 00:30



Step 9: User clicks “Submit” button

Add Question

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

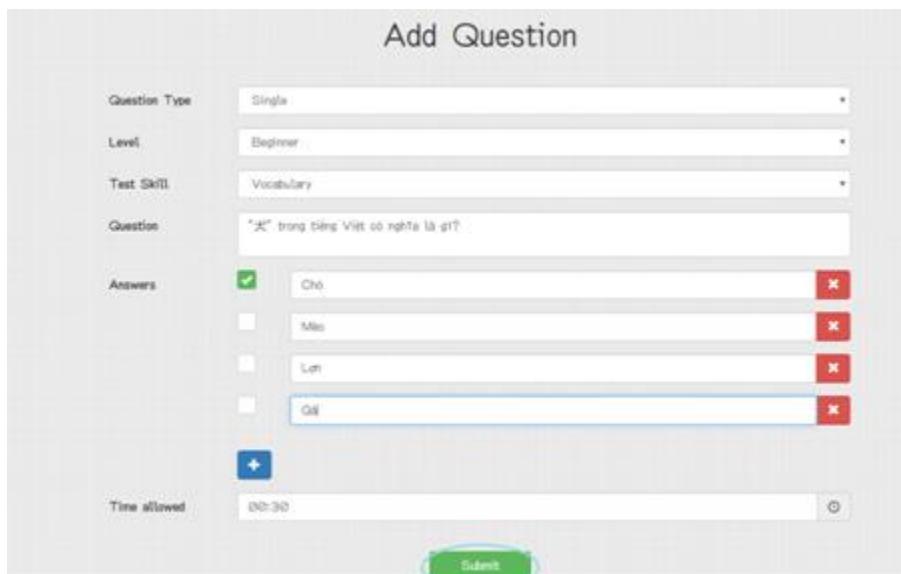
Question: "A" trong bảng Việt có nghĩa là gì?

Answers:

- Chó ✓
- Mèo
- Lợn
- Gà

+ Time allowed: 00:30

Submit



Step 10: System redirects to question list page and add new lesson

QUESTION_LIST_HEADING

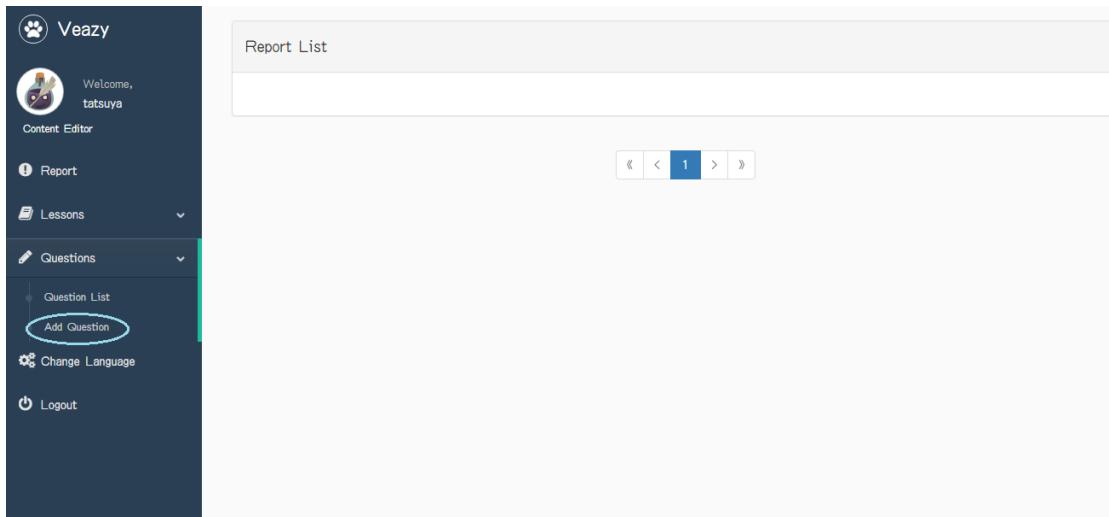
#	ID	Content	Type	Level	Skill	Created on	Last update	Actions
1	54346	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete
2	87432	Click here to see content	Single	Beginner	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete
3	52647	Click here to see content	Single	Beginner	Reading	2015 June 3rd	2016 July 4th	Edit Delete
4	96712	Click here to see content	Group	Advanced	Reading	2015 August 3rd	2016 December 4th	Edit Delete
5	52167	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete

« < 1 2 3 4 > »

7.2.10.17 Create Question Group

To create single question on website, the users do the steps below:

Step 1: User clicks on “Add Question” hyperlink in “Editor Dashboard” page



The screenshot shows the Veazy Editor Dashboard. On the left, there is a sidebar with various menu items: Report, Lessons, Questions (with 'Question List' and 'Add Question' sub-options), Change Language, and Logout. The 'Add Question' link under 'Questions' is circled with a red oval. The main content area is titled 'Report List' and contains a pagination control with buttons for «, <, 1, >, ».

Step 2: User chooses “Group” in “Question Type” dropdown list

Add Question

Question Type: Group 

Level: Beginner 

Test Skill: Reading

Content:

Question 1:

Here comes the content of question #1 

Here comes the content of answer #1 

Here comes the content of answer #2 



Step 3: User chooses question level in “Level” dropdown list

Add Question

Question Type: Group

Level: Beginner 

Test Skill: Reading

Content:

Question 1:

Here comes the content of question #1 

Here comes the content of answer #1 

Here comes the content of answer #2 



Step 4: User inputs question and answer and choose right answer

The screenshot shows a user interface for managing study materials. At the top, there's a header "Question 1". Below it, a question box contains placeholder text "Here comes the content of question #1". To its right is a red "X" button. Underneath the question box is a list of three answer fields, each containing placeholder text like "Here comes the content of answer #1", "Here comes the content of answer #2", and "Here comes the content of answer #3". Each answer field has a red "X" button to its right and a green double-headed arrow icon above it. Below this section is a blue "+" button. The next section is labeled "Question 2" with a red "X" button. It follows the same structure: a question box with placeholder text, a list of three answer fields with red "X" buttons and green double-headed arrows, and a blue "+" button. At the bottom left is a "Time allowed" field set to "00:30".

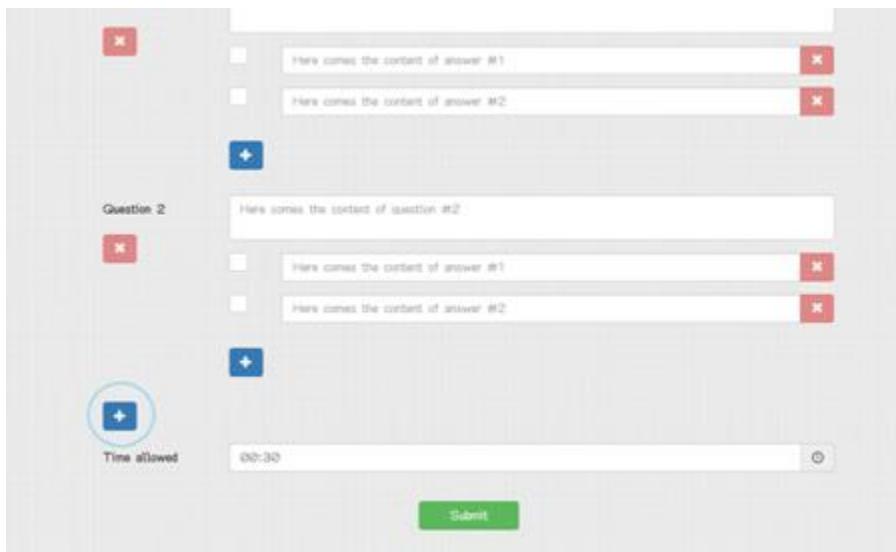
Step 5: User inputs information in section “Content”

This screenshot shows the "Add Question" form. At the top center is the title "Add Question". Below it are four dropdown menus: "Question Type" (set to "Group"), "Level" (set to "Beginner"), "Test Skill" (set to "Reading"), and "Content". The "Content" field is a rich text editor toolbar with various icons for bold, italic, underline, etc. Below the toolbar is a large text area with a placeholder "Here comes the content of question #1". Underneath this text area is a red "X" button. Below the text area is a list of two answer fields, each with placeholder text and a red "X" button. At the bottom of this list is a blue "+" button. A blue double-headed arrow icon is positioned to the right of the "Content" field.

Step 6: User clicks on “+” button under answer field to add more answer



Step 7: User clicks on “+” button under question to add more question



Step 8: Click on “x” button under answer field to delete answer or question

The screenshot shows a user interface for a study system. At the top, there is a header bar with a logo and some text. Below the header, there is a list of questions. Each question has a title and a list of answers. The first question is titled "Question 1". The second question is titled "Question 2". The third question is titled "Question 3". Each question has a "Submit" button at the bottom. There is also a "Time allowed" field with a value of "00:30".

Step 9: User clicks on time icon to select time allowed in section “Time allowed”

The screenshot shows the same user interface as the previous one, but with a blue arrow pointing to the "Time allowed" field. The field contains the value "00:30".

Step 10: User clicks on “Submit” button

The screenshot shows a question interface for a Japanese study system. At the top, it says "Question 2". Below that is a question box containing the text "犬 trong tiếng VIỆT có nghĩa là gì?". Underneath the question box is a list of four options: "Chó" (with a green checkmark), "Mèo", "Khi", and "Trâu". Each option has a red "X" button to its right. Below the list is a "Time allowed" field set to "02:30". At the bottom is a green "Submit" button.

7.2.10.18 Edit Single Question

To edit single question on website, the users do the steps below:

Step 1: User clicks on “Edit” button

The screenshot shows a "Question List" page. At the top is a search bar with placeholder text "Search for question". Below the search bar is a table with five rows of question data. The columns are labeled "#", "ID", "Content", "Type", "Level", "Skill", and "Actions". The "Actions" column contains two buttons: "Edit" (blue) and "Delete" (red). The "Edit" button for the first row is circled in blue. The table data is as follows:

#	ID	Content	Type	Level	Skill	Actions
1	34	Click here to see content	Single	Beginner		Edit Delete
2	35	Click here to see content	Single	Beginner		Edit Delete
3	61	Click here to see content	Single	Beginner		Edit Delete
4	65	Click here to see content	Single	Beginner		Edit Delete
5	70	Click here to see content	Single	Beginner		Edit Delete

Step 2: User updates question level in “Level” dropdown list

Edit question #34

Question Type	Single
Level	Beginner
Test Skill	Vocabulary
Question	What is the true meaning of "think on your feet"?
Answers	<input type="checkbox"/> Thinking × <input type="checkbox"/> Thinking while standing × <input type="checkbox"/> Thinking of something and being not afraid to carry it out × <input checked="" type="checkbox"/> Thinking and reacting quickly × <input type="checkbox"/> None of the other choices are correct ×
+	

Step 3: User updates question skill in “Test Skill” dropdown list

Edit question #34

Question Type	Single
Level	Beginner
Test Skill	Vocabulary
Question	What is the true meaning of "think on your feet"?
Answers	<input type="checkbox"/> Thinking × <input type="checkbox"/> Thinking while standing × <input type="checkbox"/> Thinking of something and being not afraid to carry it out × <input checked="" type="checkbox"/> Thinking and reacting quickly × <input type="checkbox"/> None of the other choices are correct ×
+	

Step 4: User updates information in section “Question” and “Answers” and edits right answer

Edit question #34

Question Type	Single																				
Level	Beginner																				
Test Skill	Vocabulary																				
Question	What is the true meaning of "think on your feet"?																				
Answers	<table border="1"> <tr> <td><input type="checkbox"/></td> <td>Thinking</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input type="checkbox"/></td> <td>Thinking while standing</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td>Thinking of something and being not afraid to carry it out</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td>Thinking and reacting quickly</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input type="checkbox"/></td> <td>None of the other choices are correct</td> <td>X</td> <td>↑</td> </tr> </table>	<input type="checkbox"/>	Thinking	X	↑	<input type="checkbox"/>	Thinking while standing	X	↑	<input checked="" type="checkbox"/>	Thinking of something and being not afraid to carry it out	X	↑	<input checked="" type="checkbox"/>	Thinking and reacting quickly	X	↑	<input type="checkbox"/>	None of the other choices are correct	X	↑
<input type="checkbox"/>	Thinking	X	↑																		
<input type="checkbox"/>	Thinking while standing	X	↑																		
<input checked="" type="checkbox"/>	Thinking of something and being not afraid to carry it out	X	↑																		
<input checked="" type="checkbox"/>	Thinking and reacting quickly	X	↑																		
<input type="checkbox"/>	None of the other choices are correct	X	↑																		
	+																				

Step 5: User clicks on “+” button under answer field to add more answer

Edit question #34

Question Type	Single																				
Level	Beginner																				
Test Skill	Vocabulary																				
Question	What is the true meaning of "think on your feet"?																				
Answers	<table border="1"> <tr> <td><input type="checkbox"/></td> <td>Thinking</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input type="checkbox"/></td> <td>Thinking while standing</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input type="checkbox"/></td> <td>Thinking of something and being not afraid to carry it out</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td>Thinking and reacting quickly</td> <td>X</td> <td>↑</td> </tr> <tr> <td><input type="checkbox"/></td> <td>None of the other choices are correct</td> <td>X</td> <td>↑</td> </tr> </table>	<input type="checkbox"/>	Thinking	X	↑	<input type="checkbox"/>	Thinking while standing	X	↑	<input type="checkbox"/>	Thinking of something and being not afraid to carry it out	X	↑	<input checked="" type="checkbox"/>	Thinking and reacting quickly	X	↑	<input type="checkbox"/>	None of the other choices are correct	X	↑
<input type="checkbox"/>	Thinking	X	↑																		
<input type="checkbox"/>	Thinking while standing	X	↑																		
<input type="checkbox"/>	Thinking of something and being not afraid to carry it out	X	↑																		
<input checked="" type="checkbox"/>	Thinking and reacting quickly	X	↑																		
<input type="checkbox"/>	None of the other choices are correct	X	↑																		
	+																				

Step 6: User clicks on “x” button under answer field to delete answer

Edit question #34

Question Type	Single
Level	Beginner
Test Skill	Vocabulary
Question	What is the true meaning of "think on your feet"?
Answers	<input type="checkbox"/> Thinking X <input type="checkbox"/> Thinking while standing X <input type="checkbox"/> Thinking of something and being not afraid to carry it out X <input checked="" type="checkbox"/> Thinking and reacting quickly X <input type="checkbox"/> None of the other choices are correct X
+	

Step 7: User clicks on time icon to update time allowed in section “Time allowed”

Question Type	Single
Level	Beginner
Test Skill	Vocabulary
Question	What is the true meaning of "think on your feet"?
Answers	<input type="checkbox"/> Thinking X <input type="checkbox"/> Thinking while standing X <input type="checkbox"/> Thinking of something and being not afraid to carry it out X <input checked="" type="checkbox"/> Thinking and reacting quickly X <input type="checkbox"/> None of the other choices are correct X
Time allowed	01:00 🕒 ←
Update Back to Deck Mark as 100%	

Step 8: User clicks on “Update” button

Question Type: Single

Level: Beginner

Test Skill: Vocabulary

Question: What is the true meaning of "think on your feet"?

Answers:

- Thinking X
- Thinking while standing X
- Thinking of something and being not afraid to carry it out X
- Thinking and reacting quickly ✓
- None of the other choices are correct X

Time allowed: 01:00

+

Update Back to Detail Mark as Used

Step 9: System redirects to question list page and edited lesson

QUESTION_LIST_HEADING

QUESTION_LIST_HEADING								
#	ID	Content	Type	Level	Skill	Created on	Last update	Actions
1	54346	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete
2	87432	Click here to see content	Single	Beginner	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete
3	52647	Click here to see content	Single	Beginner	Reading	2015 June 3rd	2016 July 4th	Edit Delete
4	96712	Click here to see content	Group	Advanced	Reading	2015 August 3rd	2016 December 4th	Edit Delete
5	52167	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	Edit Delete

« < 1 2 3 4 > »

7.2.10.19 Edit Question Group

To edit group question on website, the users do the steps below:

Step 1: User clicks on “Edit” button

#	ID	Content	Type	Level	Skill	Actions
1	12	Click here to see content	Group	Advanced	Reading	Edit Delete

Step 2: User updates question level in “Level” dropdown list

Edit question #62

Question Type	Group
Level	Beginner
Test Skill	Reading
Content	<p>Raiden (雷神, đọc Âm Hán Việt là "Lôi thần") là vị thần sấm chớp trong tín ngưỡng dân gian và Thần đạo Nhật Bản. Tên Raiden được thành lập bằng cách ghép giữa hai chữ Hán: "Rai" (雷) và "Shin" (神), Lôi thần còn được gọi bằng những cái tên khác như: Raiden sama (雷電様), ngài Lôi điện; Narukami (雷母), thần ném sét; Raikoh (雷鼓), lôi công;</p>

Step 3: User updates information in section “Content”

Edit question #62

Question Type: Group

Level: Beginner

Test Skill: Reading

Content:

Raijin (雷神, đọc âm Hán Việt là "Lôi thần") là vị thần sấm chớp trong tín ngưỡng dân gian và Thần đạo Nhật Bản. Tên Raijin được thành lập bằng cách ghép giữa hai chữ Hán: "Rai" (雷) và "Shin" (神), Lôi thần còn được gọi bằng những cái tên khác như: Raiden sama (雷電様), ngài lôi điện; Narukami (雷母), thần ném sét; Raiko (雷公), lôi công.



Step 3: User updates information in section “Question” and “Answers” and edits right answer

Question 1: Đọc câu hỏi trên và cho biết: $1 + 1 = ?$

Answers:

- 2
- 3
- 4
- Điều này trái với các nguyên tắc toán học

Question 2: Rating phim "Suicide Squad"?

Answers:

- 7/10
- 1/10
- 5/10

Step 4: User clicks on “+” button under answer field to add more answer

Question 1: Bép chảo hỏi trên vỉ cho biết: $1 + 1 = ?$

Question 2: Rating phim "Suicide Squad"?

Step 5: User clicks on “x” button under answer field to delete answer or question

Question 1: Bép chảo hỏi trên vỉ cho biết: $1 + 1 = ?$

Question 2: Rating phim "Suicide Squad"?

Time allowed: 05:00

Buttons at the bottom: Update, Back to Detail, Delete in List.

Step 6: User clicks on time icon to update time allowed in section “Time allowed”

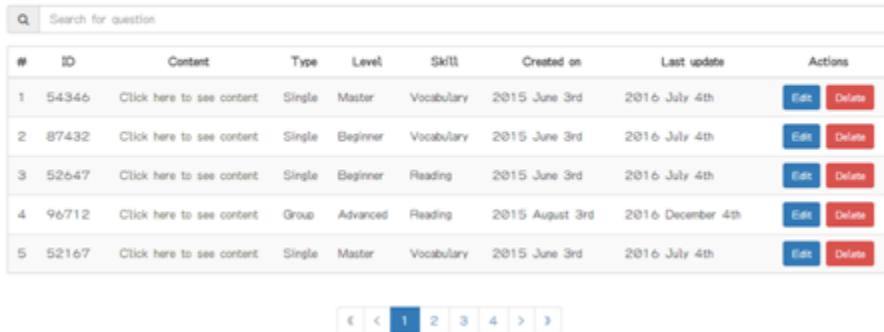
The screenshot shows a question editor for a lesson titled "Điều này trái với các nguyên tắc toán học". The question is "Rating shim "Suicide Squad"?". There are four rating options: 7/10 (checked), 1/10, 5/10, and 10/10. Below the question is a "Time allowed" field set to 05:00. At the bottom are three buttons: "Update" (highlighted with a green oval), "Back to Draft", and "Save for Later".

Step 7: User clicks on “Update” button

This screenshot is identical to the previous one, except the "Update" button at the bottom is highlighted with a green oval, indicating it has been clicked.

Step 8: redirects to question list page and edited lesson

QUESTION_LIST_HEADING



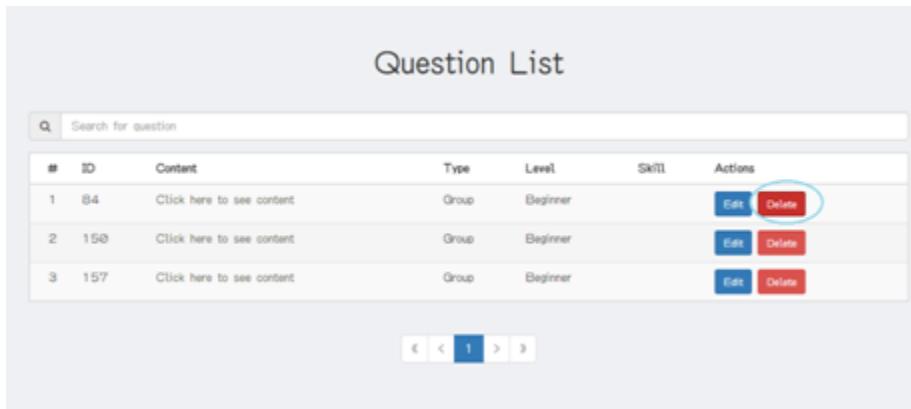
A screenshot of a web-based application titled "QUESTION_LIST_HEADING". At the top left is a search bar with the placeholder "Search for question". Below it is a table with the following columns: #, ID, Content, Type, Level, Skill, Created on, Last update, and Actions. The table contains five rows of data. Each row has a "Delete" button in the Actions column. Below the table is a small navigation bar with icons for back, forward, and search.

#	ID	Content	Type	Level	Skill	Created on	Last update	Actions
1	54346	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	<button>Edit</button> <button>Delete</button>
2	87432	Click here to see content	Single	Beginner	Vocabulary	2015 June 3rd	2016 July 4th	<button>Edit</button> <button>Delete</button>
3	52647	Click here to see content	Single	Beginner	Reading	2015 June 3rd	2016 July 4th	<button>Edit</button> <button>Delete</button>
4	96712	Click here to see content	Group	Advanced	Reading	2015 August 3rd	2016 December 4th	<button>Edit</button> <button>Delete</button>
5	52167	Click here to see content	Single	Master	Vocabulary	2015 June 3rd	2016 July 4th	<button>Edit</button> <button>Delete</button>

7.2.10.20 Delete Question

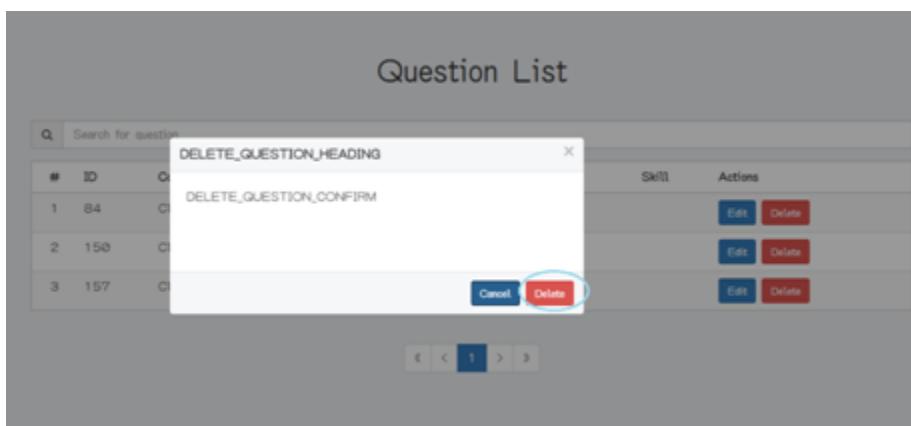
To delete question on website, the users do the steps below:

Step 1: User clicks on “Delete” button in lesson list page



A screenshot of the "Question List" page. It shows a table with three rows of data. The "Actions" column for the first row contains two buttons: "Edit" and "Delete", with the "Delete" button circled in red. Below the table is a small navigation bar.

Step 2: User clicks on “Delete” button in “Delete question” popup



A screenshot of the "Question List" page. A modal dialog box is open in the center, titled "DELETE_QUESTION_HEADING". Inside the dialog, there is a message "DELETE_QUESTION_CONFIRM". At the bottom of the dialog are two buttons: "Cancel" and "Delete", with the "Delete" button circled in red. The background of the page is dimmed.

7.2.10.21 View Question Report

To view question report, the users do the steps below:

Step 1: User clicks on “Tasks” link at dashboard in content editor dashboard page

Step 2: System redirects to view report page

Task List

Task List				
#	ID	Report Content	Assigned Lesson/Question	State
1	122344	Click here to see the content	Click here to see the detail	Not done

7.2.10.22 Search Task

To search task, the users do the steps below:

Step 1: User inputs text to the search box

Task List

Search for task

#	ID	Report Content	Assigned Lesson/Question	State
1	122344	Click here to see the content	Click here to see the detail	Not done

Step 2: User clicks on “Search” button

Task List

Search for task

#	ID	Report Content	Assigned Lesson/Question	State
1	122344	Click here to see the content	Click here to see the detail	Not done

7.2.10.23 Change Language

To change language, the users do the steps below:

Step 1: User clicks on “Change Language” link at dashboard

ID	Title	Level	Current Version	Actions
2	sss	Beginner	1	Edit Delete
3	ds	Upper-beginner	1	Edit Delete
4	Phør	Intermediate	2	Edit Delete

Step 2: System changed language of website

#	ID	Report Content	Assigned Lesson/Question	State
1	12344	Click here to see the content.	Click here to see the detail.	Not done

7.2.11 Administrator

Admin logged in the website

7.2.11.1 Manage Account

7.2.11.1.1 View Profile (same View Member Profile)

7.2.11.1.2 Update Profile (same Update Member Profile)

7.2.11.1.3 Change Password (same Change Member Profile)

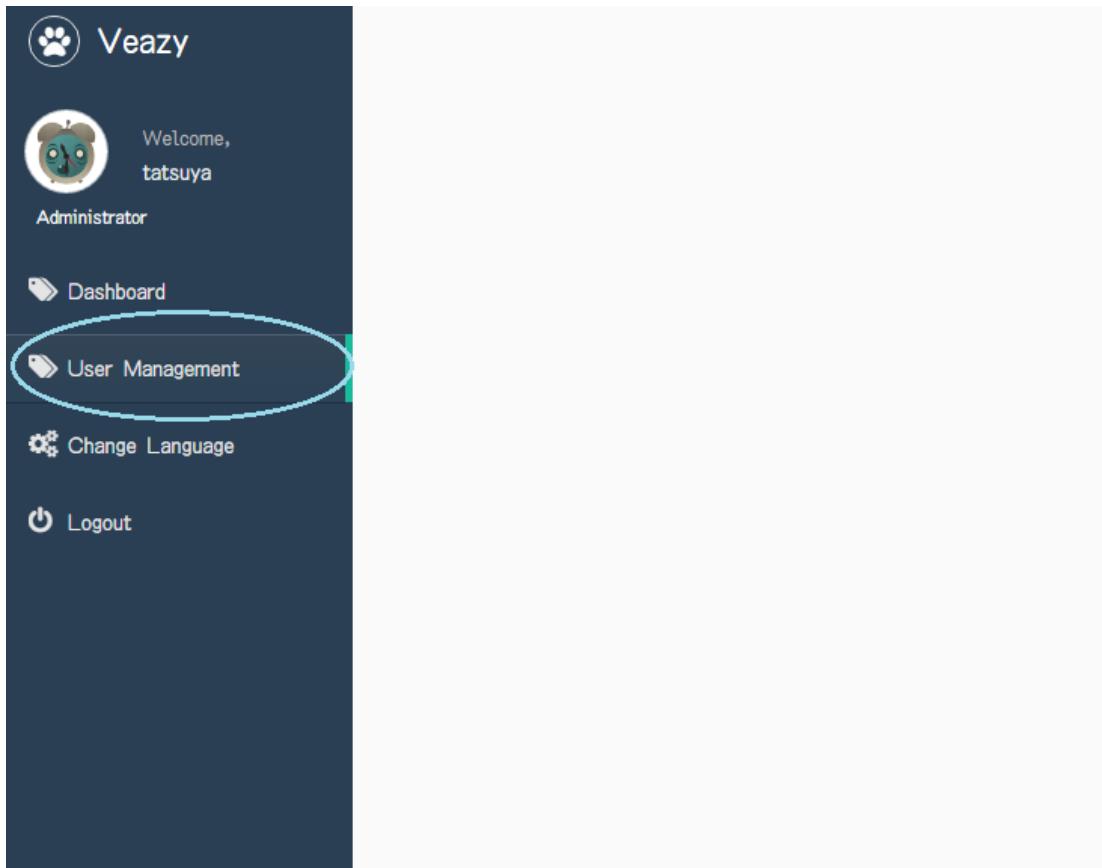
7.2.11.1.4 Logout (same logout Editor Profile)

7.2.11.2 Manage User

7.2.11.2.1 View User's List

To view question report, the users do the steps below:

Step 1: User clicks “User Management” link at the sidebar



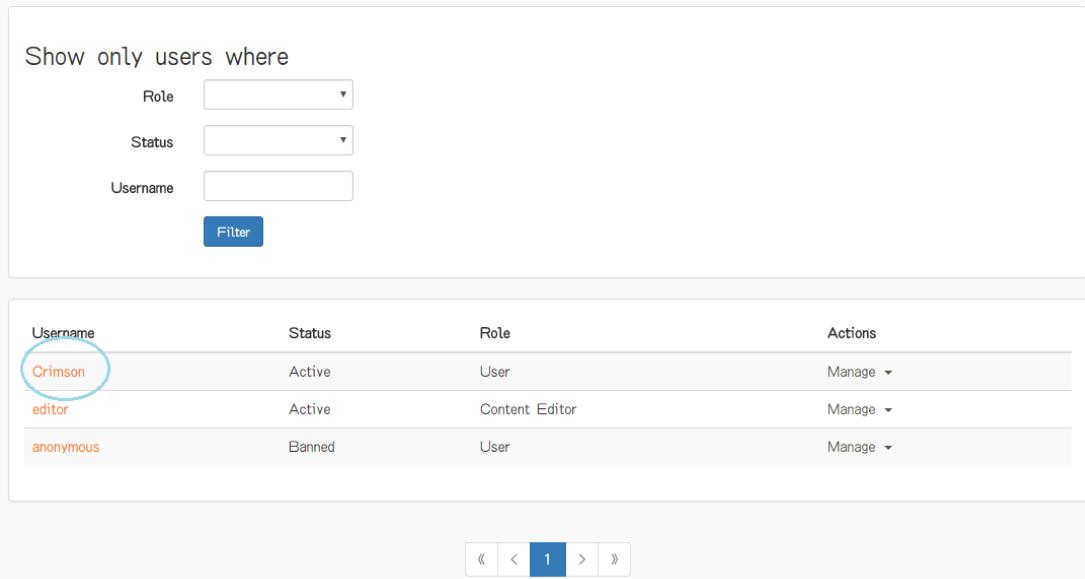
Step 2: System redirects to User list page

A screenshot of the User list page. On the left is the same sidebar as in the previous screenshot. The main area has two sections. The top section is titled "Show only users where" and contains three dropdown filters: "Role" (with a dropdown menu), "Status" (with a dropdown menu), and "Username" (an input field). Below these is a "Filter" button. The bottom section is a table with columns "Username", "Status", "Role", and "Actions". It lists three users: "Crimson" (Active, User, Manage), "editor" (Active, Content Editor, Manage), and "anonymous" (Banned, User, Manage). At the bottom of the table is a navigation bar with icons for navigating between pages.

7.2.11.2.2 View User Profile

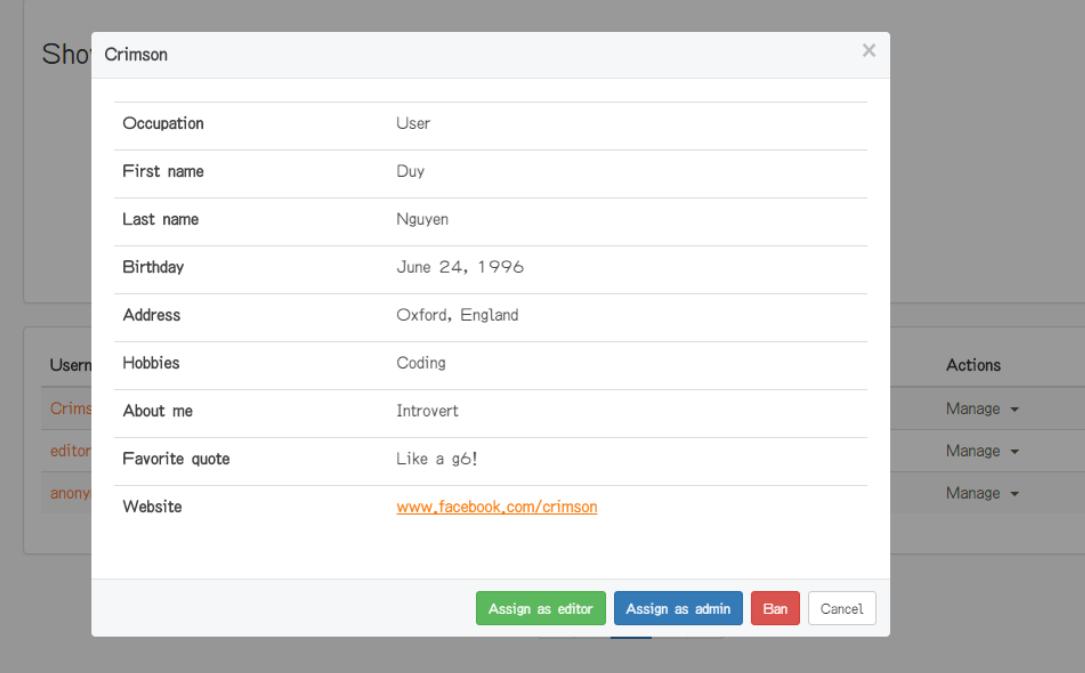
To view user profile, the users do the steps below:

Step 1: User clicks user name hyperlink on table user list



Username	Status	Role	Actions
Crimson	Active	User	Manage ▾
editor	Active	Content Editor	Manage ▾
anonymous	Banned	User	Manage ▾

Step 2: System shows user profile popup



Occupation	User
First name	Duy
Last name	Nguyen
Birthday	June 24, 1996
Address	Oxford, England
Hobbies	Coding
About me	Introvert
Favorite quote	Like a gô!
Website	www.facebook.com/crimson

7.2.11.2.3 Set Role User

To set role user, the users do the steps below:

Step 1: User clicks “Manage” dropdown list

The screenshot shows a user management interface. At the top, there is a form titled "Show only users where" with three dropdown fields: "Role", "Status", and "Username", followed by a "Filter" button. Below this is a table with columns: "Username", "Status", "Role", and "Actions". The table contains three rows of data:

Username	Status	Role	Actions
Crimson	Active	User	Manage ▾
editor	Active	Content Editor	Manage ▾
anonymous	Banned	User	Manage ▾

At the bottom of the table area is a navigation bar with icons for navigating between pages.

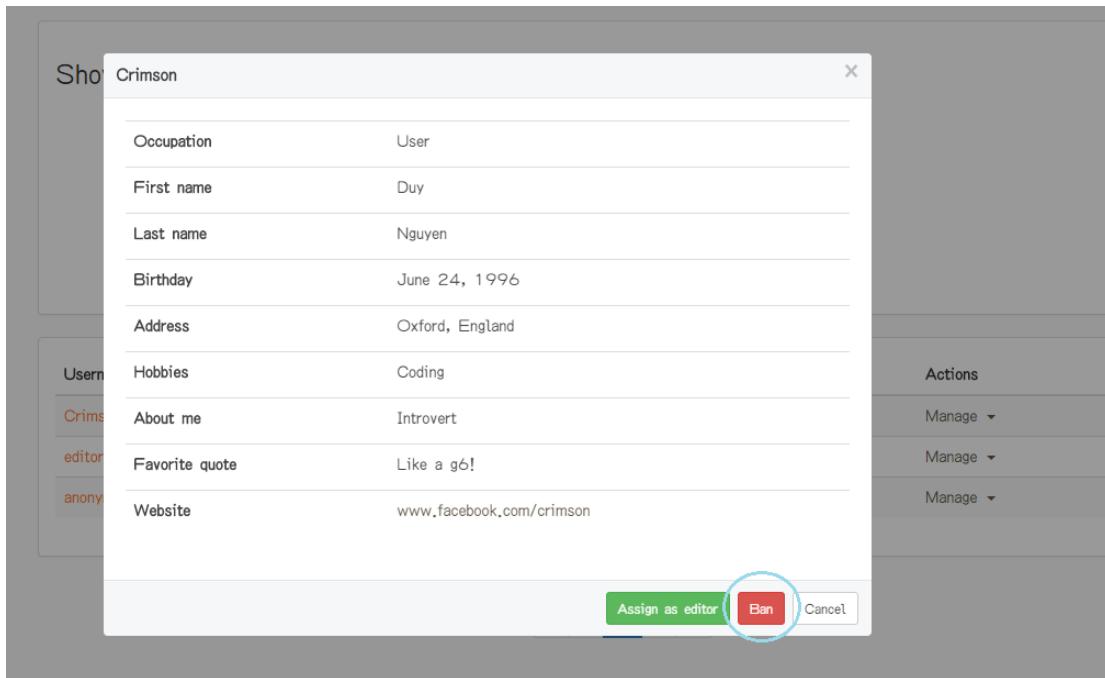
Step 2: User clicks “Assign as editor” or “Assign as admin” on “Manage” dropdown list

The screenshot shows the same user management interface after an action has been taken. The "Actions" column for the "editor" row now displays a dropdown menu with two options: "Ban" and "Assign as editor". The "Assign as editor" option is highlighted with a blue oval. The rest of the interface remains the same as in the previous step.

7.2.11.2.4 Ban User

To ban user, the users do the steps below:

Step 1: User clicks “Ban” button on user profile popup



7.2.11.2.5 Unban User

To unban user, the users do the steps below:

Step 1: User clicks “Unban” button on user profile popup

7.2.11.2.6 View System Statistics

To view system statistics user, the users do the steps below:

Step 1: User clicks “Dashboard” link at the sidebar

The screenshot shows the Veazy application interface. On the left is a dark sidebar with the Veazy logo, a welcome message "Welcome, tatsuya", and an "Administrator" status indicator. Below these are links for "Dashboard", "User Management", "Change Language", and "Logout". The "Dashboard" link is highlighted with an orange oval. The main content area has a header "Show only users where" with dropdowns for "Role", "Status", and "Username", and a "Filter" button. Below this is a table with three rows of user data:

Username	Status	Role
Crimson	Active	User
editor	Active	Content Editor
anonymous	Banned	User

Step 2: System redirects to “System Statistics” page

The screenshot shows the Veazy application interface after redirecting to the "System Statistics" page. The sidebar remains the same as in the previous screenshot. The main content area displays four cards with system metrics:

- Users: 150 (Icon: blue person)
- Lessons: 150 (Icon: green book)
- Questions: 150 (Icon: orange question mark)
- Reports: 150 (Icon: red exclamation mark)

7.2.11.2.7 Filter user

To filter user, the users do the steps below:

Step 1: User input user name and selecting “Role” dropdown list and selecting “Status” dropdown list

Show only users where

Role 

Status 

Username 



Username	Status	Role	Actions
Crimson	Active	User	Manage ▾
editor	Active	Content Editor	Manage ▾
anonymous	Banned	User	Manage ▾

Step 2:

System filter and show list user

Username	Status	Role	Actions
Crimson	Active	User	Manage ▾
editor	Active	Content Editor	Manage ▾
anonymous	Banned	User	Manage ▾

7.3 Product Judging

7.3.1.1 Advantage of VEAZY System

The idea of the Useful Vietnamese Study System for Japanese project is to develop a new website that inherits the advantages and improve issues and learns from other website. And the new website would have the opportunity to add a lot of enhancements.

As the goals that we have set before started the project, the Useful Vietnamese Study System for Japanese project has been developed in a right direction. And what it provides to users is in the list below:

The user using Useful Vietnamese Study System for Japanese system will save time, save money but can learn Japanese most convenient.

- **Guest:**

- + Useful Vietnamese Study System for Japanese system support guest search and reading document in website fastest.

- **Member:**

- + Useful Vietnamese Study System for Japanese support doing test that check member knowledge and view learning process.

7.3.1.2 Current Limitations

- GUI and function meet demand of almost of user about searching vocabulary, searching conversation and practicing listening Japanese. However, interface also has some limitations like not support on Mobile version, user interface is not support English.
- Not have money for upload website to host.

7.3.1.3 Expectation in Future

- Upload to host that user easy to use.
- Product can get many attracting from user, who care Japanese.
- Providing more function to user and expect to commercialized product in the future.

7.3.2 Product Summary

Project Title		Vietnamese Study System for Japanese	
Project Supervisor		Nguyễn Văn Sang	
Committers (4)			
1	Project Manager	Nguyễn Ngọc Minh	mr.noone1945@gmail.com
2	Project Technical Leader	Đào Thanh Tùng	trumdongnat@gmail.com
3	Test Leader	Nguyễn Trọng Duy	fujin0904@gmail.com
4	Tester	Nguyễn Hồng Quân	quannh265@gmail.com
Main objective		This website provides Vietnamese studying for Japanese people.	
Source Repository		https://github.com/sangnvus/201605JS01	
		Plan	Actual
Start Date		09/05/2016	09/05/2016
End Date		24/08/2016	01/09/2016
Releases version		1.0	1.0
Duration		75	84
Effort (person-day)		450	504
Test cases		700	780
Defects		150~200	121
Lines of code		~12000	15414

7.3.3 Lessons Learnt

- ✓ Working in group and working individual.
- ✓ Be open to get the better opinions from other member.
- ✓ Manage time and make the plan.
- ✓ Limit and resolve conflicts between members.
- ✓ Improve coding skill with new technology and writing document skill.

7.4 Reference

Introduction

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